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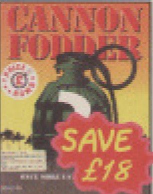


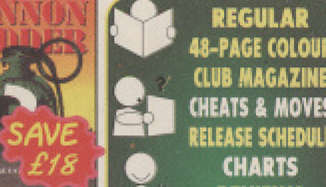










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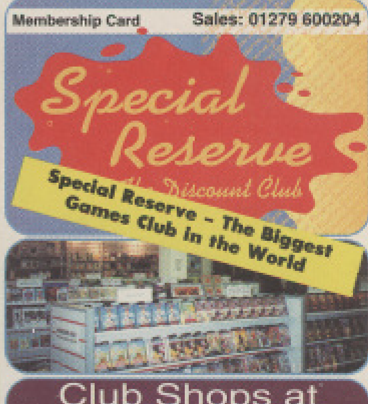
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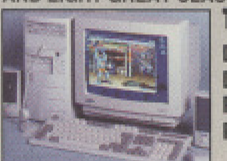




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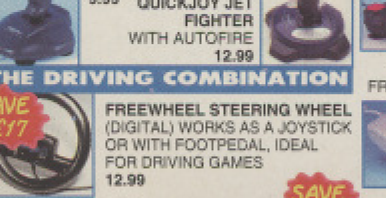
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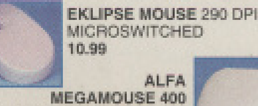


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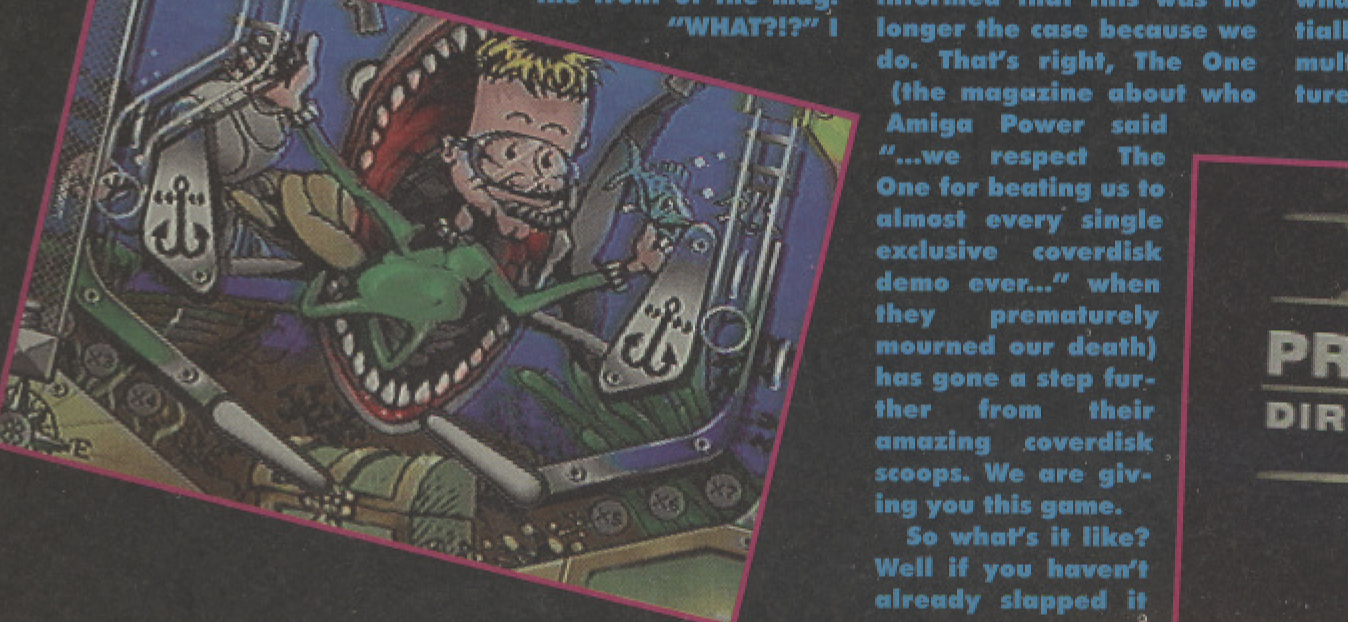
BOOT SECTOR

TROLLS

MICRO VALUE FLAIR

Can you believe it? I'm finding it hard myself! With this months issue of The One you don't simply get a demo disk, you don't simply get two demo disks, no public domain games. Not simply a couple of levels of some average game... oh no! You get a whole game! The Complete thing! Nothing is missing! This is a whole game. Do you realise what that means? For the price of this magazine you also get a complete Amiga game thrown in! How do they do it? You may well ask, I'm not totally sure myself. This isn't just any old game. This is a superb game from flair software. The people who brought you Whizz for a start. When my publisher deposited a copy of this game on my desk I stuck it in my Amiga and instantly thought, 'hey, this is really good!' I was preparing myself to give it a huge score in a review when I was informed that actually this was to be a give away on the front of the mag. "WHAT?!?" I cried in amazement. "B.. b..but, that's just never done. No Amiga mags give away complete games let alone good ones!" I was informed that this was no longer the case because we do. That's right, The One (the magazine about who Amiga Power said "...we respect The One for beating us to almost every single exclusive coverdisk demo ever..." when they prematurely mourned our death) has gone a step further from their amazing coverdisk scoops. We are giving you this game.

So what's it like? Well if you haven't already slapped it in your slot then you won't know. Well let me tell you this is one hell of a game as you'll soon see. The following pages will provide you with the complete manual so you'll get the general picture of what the game is like and exactly what you have to do. Essentially though this is a mega multi world platform adventure with several amazing different worlds





PLEASE NOTE: We were only able to reprint the English version of the manual (we couldn't reprint the whole thing, well what do you expect for free?) so if when you reach the copy protection screen it asks for a page you do not have simply type anything and then you will get a further two attempts at putting in the correct word. In the very unlikely circumstance that none of the pages asked for appear in the reprinted manual please reload the disk from step one.

that you must work your way through before you can reach the final challenge which is hidden behind a wooden door. Well good luck in your mission to finish.

LOADING

As with last months disk we have simplified the loading process. All you have to do is slap the disk in it's slot and turn your Amiga on. From this point simply follow the instructions (ie. Insert Disk Two). Easy or what? The game does have a copy protection system so you will need to use the following reprinted manual to get the game to load. Hit the joypad to bring up the copy protection screen. You will be given a page number, a line number (count all lines including headings etc.) and a word number. Then type in the word and hey presto the game loads!

CONDITIONS

During the production of our cover disc, we constantly check to ensure that the quality of the disc meets our readers requirements. Whilst discs are checked for virus's, may we point out it is the readers responsibility to virus test the product prior to installation. Similarly prior to installation, you should check the shutter of the disc, to ensure that it has not been damaged in transit. This is best done by gently sliding the to the left and allowing it to spring back.

Please note that neither The One Amiga nor Maverick Magazines can be deemed liable for any problems arising from the use of the discs. Installation or running any of the programmes on the disc indicates your agreement to this condition.

TECHNICAL SUPPORT

Problems installing the game? Then ring our technical support line on 0891 715929 (weekdays 10am - 12.30pm, 1.30pm - 4.30pm) who may be able to offer useful installation advice. Calls are charged at 39p per minute cheap rate and 49p at all other times. Please ensure you have the permission of the phone owner before making the call.

In the unlikely event your disc is damaged or simply doesn't run please return it to the duplicator, Tib Plc, Tib House, 11 Edward Street, Bradford, BD4 7BH. (who may be contacted on 01274 736990) together with a stamped addressed envelope and two 25p stamps. Where it is a duplication fault, the postage will be returned along with the replacement disc.

Please note we do not carry stocks of replacement discs and all returns must go to the above address.

FULL GAME FREE

COVER DISKS

2

LOADING

PC:
Minimum Specification.
640k ram with 550k free.
EGA or VGA/MCGA video card.
AT or XT IBM Compatible machine.

Also supports.
IBM Analogue type joystick.
Amstrad Digital type Joystick.
PC Speaker.
ADLIB sound card
SOUNDBLASTER sound card.

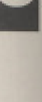
Running from Floppy Disk.
1. Insert Disk 1 into drive A.
2. Type TROLLS
3. TROLLS will now load automatically.

Follow on screen prompts for different disks.

Installing and Running from HARD DISK.
Installation Procedure.
1. Make a sub directory for the game eg. MD\TROLLS on your hard disk.
2. Go to the sub directory you have just created by CD\TROLLS.
3. Insert disk 1 into drive A.
4. Type COPY A:*.* ,this will copy all the files from disk1 to the hard disk.
5. Repeat procedure from (3) with remaining disks until all are copied to your hard disk.
6. Installation is now complete.

Running from HARD DISK.
1. Type CD\TROLLS if trolls was the sub directory you created.
2. Type TROLLS.
3. TROLLS will now load.

Setup Screen.
You will be shown a game configuration screen. If the settings are correct press space to select YES. If the settings are wrong use arrow keys to control the highlight bar up and down and space to select. Select NO.
Follow the prompts you are given to select:-
VIDEO MODE
SOUND MODE
CONTROL MODE
Your presets will then be saved to disk.



Control keys

Keyboard:
UP ARROW ...Jump
DOWN ARROW ...Down
LEFT ARROW ...Left
RIGHT ARROW ...Right
RETURN/ENTER/SPACE BAR .... FIRE

F1 .... PAUSE   F2 .... RESTART   ESC ...... QUIT GAME
1 key .... (VGA/MCGA) switch colour bars off.
(If you have a slower PC you may wish to turn the colour bars off to speed the game up.)

AMIGA / ST
Amiga Minimum requirements.
500/500+/600/1200
1 Mb of Ram
Joystick.

Atari ST Minimum requirements.
520/1040
Joystick
Insert disk 1 into the drive and switch on, follow on-screen prompts.

Opening Sequence.
A looping opening sequence will play.
(PC-AMIGA-ST)
Press fire to exit from this.
Title Screen.
Press Fire to start the game.
Press ESC to exit back to Dos.(PC)

PLAYING THE GAME.
The Level Selection Screen.

This is where you can select which level you wish to play. The levels can be completed in any order but all must be completed to enter the final challenge which is situated behind a large wooden door.
There are two types of door which you can enter.

Level Doors.

Through each of these doors you can see a silhouette of the World you will enter through that door. The door pillars give a further clue.

4

Bonus Doors.
These doors have spinning Question marks on them. You can only enter a bonus door **after** you have completed a level, and you will be given a prompt as to when this is the case. Note each World's Bonus door is situated close to the World door itself.
To enter a door PRESS - DOWN on keyboard or PULL DOWN on joystick.
Once you have selected and entered a level you will be told the NUMBER OF BABY TROLLS you need to find to exit this land.

PRESS FIRE TO CONTINUE.
Controls.
UP ...... Jump
Tapped quickly to Fly (ONLY when you have collected Wings)
Swim upwards.
LEFT ..... To run left or to stop quickly when running right.
RIGHT .... To run right or to stop quickly when running left.
FIRE ...... To throw a yo-yo (when collected)
Tapped quickly to fly (alternative to tapping up).

THE YO-YO.
The Yo Yo is available once you have collected it.
The YO YO can be used to break down walls and bricks and also to swing from platforms. To throw the YO YO press Fire. If you release the fire button it will return back to you. To throw in the direction you are facing, simply press Fire. When you press Fire and use a combination of UP+direction it will throw it diagonally. Press UP to throw it upwards.



Swinging on the Yo-Yo
As detailed above you can throw the YO YO at various angles.
Once you have collected the YO YO, jump in the air and at the same time press FIRE with the selected throwing angle.If it attaches onto something eg. a platform.
Hold in the Fire button and the Troll will swing on the yo-yo until
1. You let go of Fire.
2. You hit something you cannot go through (a brick wall)

Collectables found in and around the levels.
There are four types of objects found on the levels.

1. Baby Trolls
At the start of the level you are told how many baby Trolls you need to collect before you can proceed to the next level. Run up to them to collect them.



5

2. The Contents of Balloons
As you run past the balloons they will pop and an object will explode into the air. To collect or make use of the contents **you must catch the objects before they disappear.**

3. Special Powers
The Troll's normal hair colour is Purple, but it's hair colour changes as it collects and uses objects collected from the balloons.

The following collectables will give special powers for a limited time.



SPEED UP BOOT :-The Speed Up Boot gives the Troll a greater deal of speed and will also give enhanced jumping capabilities. Hair turns **YELLOW.**



SHIELD :- The Shield gives total protection from Monsters. Hair turns **RED.**



BALL & CHAIN :- The Ball and Chain slows you down. Hair turns **BLACK.**



WINGS :- The Wings allow you to Fly around the level. Hair turns **WHITE.**



BEER :- The Alcohol from a glass of Beer makes your movements very unresponsive until the alcohol wears off. Hair turns **GREEN.**



SPRINGY SHOES :- The Springy Shoes allows you to jump twice as far as normal. Hair turns **BLUE.**

ALARM CLOCK :- The alarm clock freezes monsters. Hair remains **PURPLE.**

4. Bonus items which are scattered around the platforms.
These are purely points bonuses to raise your score unless you are in a BOGUS level, when you will need to find a pair of specified objects to exit.

The Information Panel



LEFT TO RIGHT.
A BABY'S DUMMY contains the number of baby Trolls you have collected so far on this level.

6

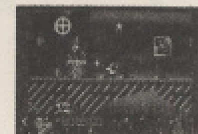
SCORE. The number of points you have gained so far.

HEARTS. Below the score are 3 hearts. Every time you are hit by a monster you will lose a heart. Lose all 3 and you will lose a life.

BONUS/BOGUS. When you first start the level this area will be clear, until you collect the letters to spell BONUS or BOGUS which determine the special level to be played once you leave the PIG STOP (see later).

LIVES COUNTER. Indicates the number of lives remaining.

To EXIT a LEVEL and FLYING PIGS.
When you have collected the required number of baby Trolls from the level you will receive a message to will be told to` FIND THE PIG STOP`



A typical pig stop looks like this
This will summon the mythical winged flying pig the `PIGASUS`, who will carry you off to the start of the next level.

BIG RED ELEPHANTS.



Every now and again you will come across a BIG RED ELEPHANT. HE IS NOT a monster, but a friend who will never forget where he last saw you.
To make him remember you, walk up to him. When he jumps away he has your position noted. If you lose a life, you will be returned back to where the Elephant last saw you.

SUPER COOL WHITE RABBITS WITH SHADES.



If you've always wanted to find a LUCKY RABBIT here is your chance. These Rabbits can only be found in the Bonus levels.
You will be awarded a continue for every one you find in the game.

On the continue screen use left and right to select YES OR NO and fire to CHOOSE.

LIFTS, FALLING PLATFORMS and SPRINGS
Some lifts are moving when you get onto them, others only start to move when you step onto them.Falling platforms are always well hidden and will surprise you so BEWARE.
Springs. Bouncy springy platforms which sink when you are standing on them then lift you up into the air. To make maximum use of springs jump up and down until the desired height is achieved.

7

BONUS AND BOGUS LEVELS.
If you are lucky enough to collect the letters that spell the word BONUS or unlucky enough to collect BOGUS you will be sent to the BONUS or BOGUS level after you have completed the level you are in.

BONUS LEVEL.
Collect all you can, but keep an eye on the time bar at the top of the screen as you must find the exit before the time runs out. (Otherwise you will lose everything you collected in that level, including points, bonuses and even LUCKY RABBITS).

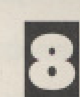
BOGUS LEVEL.
At the beginning of the level you are given the task of finding a pair of a specified objects. If you find the pair of objects and get to an exit before the time runs out you are given DOUBLE BONUS points for that level. If you FAIL you will lose a life. It's risky but rewards can be high!

SCORING.
Extra lives are given for every 5000 points collected.

The doors to the Worlds are situated on three shelves in the toymaker's shop.
The Multi-level Worlds that are to be explored are as follows:-

TOY LAND
A child's greatest delight is a land full of toys of all shapes and sizes. **Trolls in Toyland** is no disappointment with Teddy Bears and Toy Soldiers, Model Aeroplanes and Bricko Castles giving you just a hint of the things you will find in this enchanted World. But Space Hoppers and Slinky's not to mention the Kamakazee Aircraft are here to make your progress that little bit more challenging.

MEDIA LAND
When a character makes news then he ends up in the papers. A Troll is no exception and **Trolls in Media Land** brings a whole new dimension to the game. Its a MONO world, so don't adjust your set. Just read the headlines and enjoy spot the ball competitions and crossword puzzles as you move around rulers, pencils and other items of stationery. But watch out because bouncing ink blobs, animated angle poise lamps, squirting fountain pens and many more are out to get you!



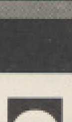
CHERRY SODA LAND
Enjoy a refreshing and thirst quenching break as **Trolls in Soda Land** introduces the challenge between you, the Troll and a pink psychedelic liquid environment which will test your ability to the full. Swim through a sea of Cherry Soda pop with all the exciting creatures that are found in the depths of this ocean. You will meet Electric Eels, Jelly Fish, Octopuses, Pinching Crabs, Angel Fish, Sharks, Floating Icebergs, slices of Oranges and Lemons and many more monsters.
To stay alive keep your oxygen supply topped-up by collecting balloons containing air bubbles, but watch that you collect and use these wisely.

FAIRGROUND LAND
A trip down boardwalk to the local Fairground is more fun than a Troll could ever ask for. **Trolls in Fairground Land** is set on a seaside Pier, and includes all the rides imaginable. Ghost Trains and Ferris Wheels, the Tunnel of Love and Roller Coaster are just some of the superb amusements on offer. But watch out, the Hamburgers and Hot Dogs, Candy Floss and Toffee Apples are not the freindly objects you might expect.

FABLE LAND
When it comes to fantasy you won't believe the wonder and surprise that awaits your visit to this land of make believe. **Trolls in Fable Land** is where time stands still. Magical Castles, Hobbit-like houses, Waterfalls and of course the Land through the Looking Glass provide the perfect scene to meet up with The Mad Hatter, Killer Bees, Puff the Magic Dragon and others. The freindly garden environment soon throws down a challenge to make even the best of players run for the nearest warp!

BOARDGAME LAND
Dont trust a wayward Troll with your money. That's the message when you visit **Trolls in Boardgame Land** which is set against the most colourful of gameboards and is a land of hidden opportunities. Slide down snakes and climb progressive ladders, run along playing card platforms in an attempt to find that elusive Pig Stop. But beware the Counters and Dice, Chessmen and Dominoes just waiting to send a cash rich Troll to his gambling end.

CANDY LAND
Adventures to the land of Milk and Honey are not uncommon, not until you see what's in store for you here that is. **Trolls in Candy Land** is where the sweet tooth fairy comes into her own. Move amongst Candy Canes and Chocolate Beans, Ice Cream cones and Rock Candy, even Bubble Gum dispensers in the greatest candy guzzling experience yet. Don't be too greedy though because the Fat Boy will do everything he can to stop you stealing his favourite things. That's not to mention the Chocolate Rabbit (without the Shades!) who is eager to get his paws on your goodies!



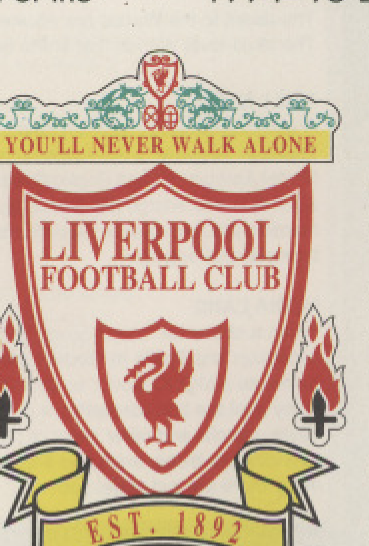
HINTS and CLUES
It's not often you get clues with the Instructions but to make TROLLS even more enjoyable we thought we'd give you a few ideas to help get the best out of the game. Firstly, make sure you fully explore the levels as rewards can be high. Secondly, don't break everything in sight. Thirdly, it often pays to jump into mid air as you never know when a bridge may appear. and Finally:-

A YO YO is a TROLLS best friend.
ELEPHANTS never forget and RABBITS are lucky.
MONSTERS heads can be springy.
Locate PIG STOPS and ELEPHANTS early.
Locate Air Bubbles as soon as possible in Soda Land.

LIVERPOOL '95 GLORY

TOP PHOTOGRAPHY • TOP JO

Liverpool Football Club have had a superb 1994-'95 season which has seen glory return to Anfield in the form of the Coca-Cola Cup, a record fifth League Cup victory – a win which will see them return to top-flight European competition next year. The season also saw The Reds fighting for top honours in the Premiership, including a dramatic end-of-season win against the newly crowned champions Blackburn Rovers.



Oxford International Publications is proud to announce the launch of its 1994–'95 Liverpool Football Club Yearbook, featuring over 150 stunning colour photographs depicting the most important and spectacular moments of Liverpool Football Club's 1994-'95 season. The team's progress through the season is captured in month-by-month chapters with concise written accounts of the key events ~ brought to life in page after page of vivid imagery.

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Y RETURNS TO ANFIELD

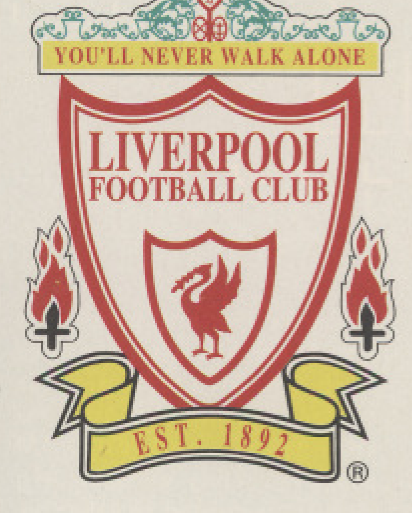
JOURNALISM • TOP QUALITY



Interviews and quotes from the team's star players provide valuable insights into the season's events. The book also features a comprehensive set of match statistics completing what is the definitive record of the club's season.

This large 12" x 11" format book is designed, printed and hard-bound to the finest standards, and will appeal to even the most discerning supporter.

Published annually the yearbook will become a highly collectable and lasting record of the team's future glories.



About the Author: Ken Rogers, Sports Editor of the Liverpool Echo, has reported on Liverpool Football Club matters for over 25 years, following the Reds at home and abroad to chart many golden moments that have become Anfield folklore. Rogers has 'ghosted' columns for many Kop favourites, including Bill Shankly, Ron Yeats, Tommy Smith and Peter Beardsley. He was the joint author of the well-received book *Liverpool FC – Club of the Century.*

AUGUST '94

THERE AIN'T NOTHING LIKE A DANE

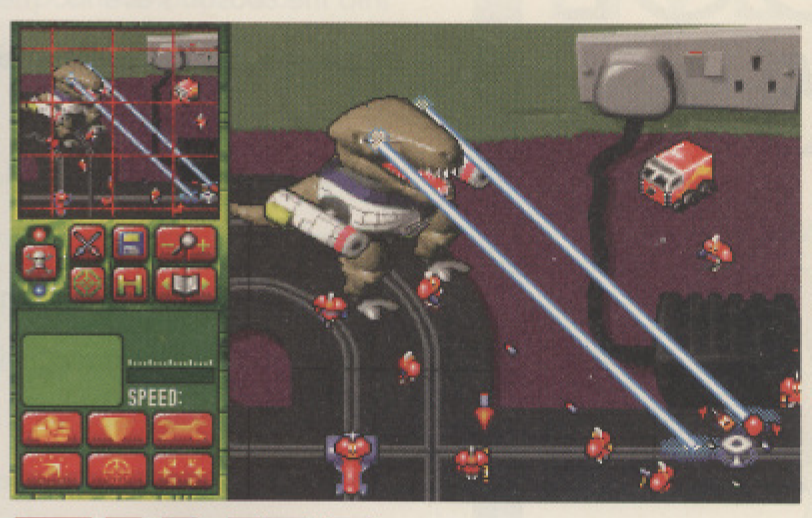


NEWS

COMMODORE BACK IN BUSINESS

Well it seems that Commodore are back. They've got some big ambitions as well. It seems though that they are intending only to aim at the PC market by producing "affordable" PCs. I wonder? Anyway the main aim is the multimedia market. The systems they intend to produce are intended to provide word processors, databases, spreadsheets and to be used for "advanced multimedia applications". The computers will have Pentium processors and they will also produce such goodies as cordless mice? handheld scanners, soundcards and CD ROM players. They've got big ambitions aiming to take five percent of the European PC market in the next three years.

Well good luck to them, I think they deserve it! They are after all the guys who first brought us the Amiga, and of course such classics as the Commodore 64.



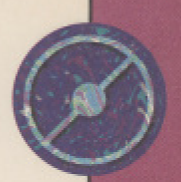
TINY TROOPS

Mindscape are soon to bring us an excellent new game. Tiny Troops will provide some great entertainment on both the Amiga and the CD32. It will require a bit of strategy. You get to control individual units against a rather intelligent army.

You won't simply be battling against a number of baddies, you'll also find yourself having to take part in rescue and assasination missions. mmm... exciting! Apparently the graphics are "Dazzling..." and the sound effects are "...outstanding". There are six worlds in the game and this leaves us with a total of over seventy battles. There is also a two player link and the screen is smooth scrolling with eight directional moving. Take a look at this plethora of screen shots and start drooling in anticipation.







FOOTBALL STATISTICIAN

League monitor is a way to keep up to date with what's going on in the football world. You can produce all sorts of statistics for different teams in whatever league you choose. It'll even predict results given enough info. Useful for the Pools! Features include a form guide, full league tables, team comparisons, remaining fixtures, graphs for things like team goals and team progress. It'll store league results and analyse them with tables and graphs. Follow your favourite teams performance. On top of this It is apparently very easy to use and it's available for the Amigo for only nineteen pounds and ninety nine pence. It comes from OTM Publications & Promotions Ltd.

CHEAP FIXES!

We've all had that old problem where games have stopped working on our precious Amigas. Or they simply have never worked. It's always a complete pain in the arse! How can you relive those old days of game playing? Well now at last there is a solution. Binary Emotions are a company who are offering, for a small fee (Two pounds and ninety nine pence per a software fix and fifty pence postage and packing + 30p for any disk over two), to fix those arse games. Well they reckon that they can fix 95% of all games and utilities that are not up to it. All you have to do is give these guys a call or send them a letter and then having sorted out what you want done you send your software RECORDED DELIVERY to them. So who do you call and what's the address? Look no further!

ANDREW-01722 416074
BINARY EMOTIONS,
11 MACKLIN ROAD,
SALISBURY,
WILTSHIRE,
SP2 7HB.

STOP PRESS

Time Warner Inter active have just let us know that the excellent "Flight Of The Amazon Queen" is to be released on the Amiga. The price is to be announced and it should be available from the 25th of September. The game is a great graphic adventure and believe it or not it's a game with a sense of humour! Anyway watch this space for news or reviews and I'll leave you with some screen shots.









PRIMA

It's big, It's bad, and it's prehistoric. It's also out soon so lets check out the latest fighting sim to hit the streets and see if it's as good as the hype says it should be!

Were going to take you on a journey through the whole process of producing what must be the games release of the year. First we'll take a pretty in depth look at how the game was produced before we get on to the serious part of what the game actually entails. Lets take a closer look.

IN THE BEGINNING...

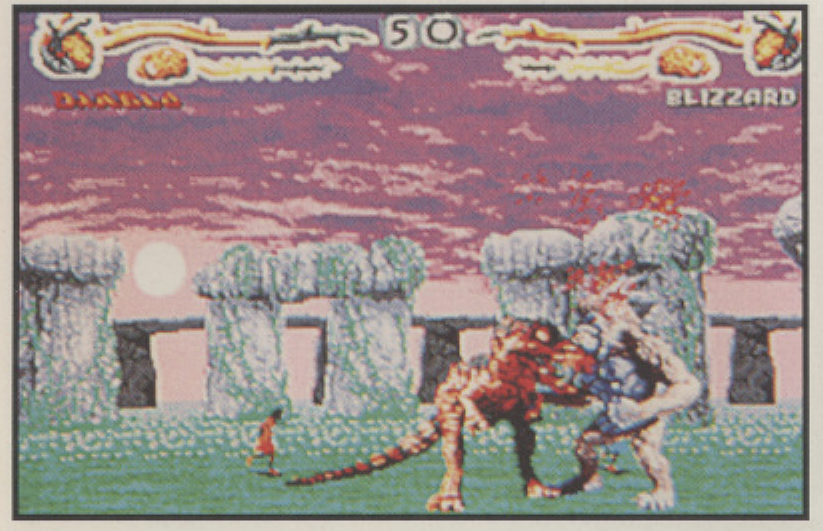
Well as many of you will know this monster of a game started its life as a pretty hot coin-op. The whole idea of the game started as a twinkle in the eye of its creators over two years ago when it was decided that a prehistoric beat 'em up would really get things moving.

Weather this game will be a hit or not depends ultimately on people like yourselves, the game buying public. It does however deserve to be a huge hit and if I may offer you some advice I'd say that even if you only buy one this year , make it Primal Rage because it's quite simply a storming game. The idea was to take a whole bunch of seriously hard prehistoric beasts and put them into a one on one fighting sim. Sounds easy? not when you want to turn this into the game of the year. The game started its development stages as a fight between two Tyrannosaurus Rexs. It was a showcase piece. Dennis Harper the games producer and Jason Leong the lead animator recognised what a hit this game could really be so set about creating loads of new characters, other big bad and ugly monsters that could have their own very special characteristics and moves.

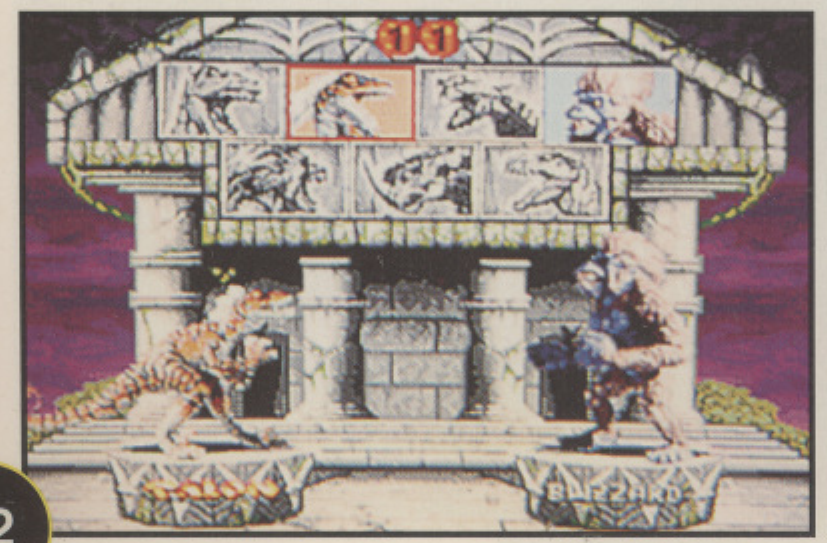


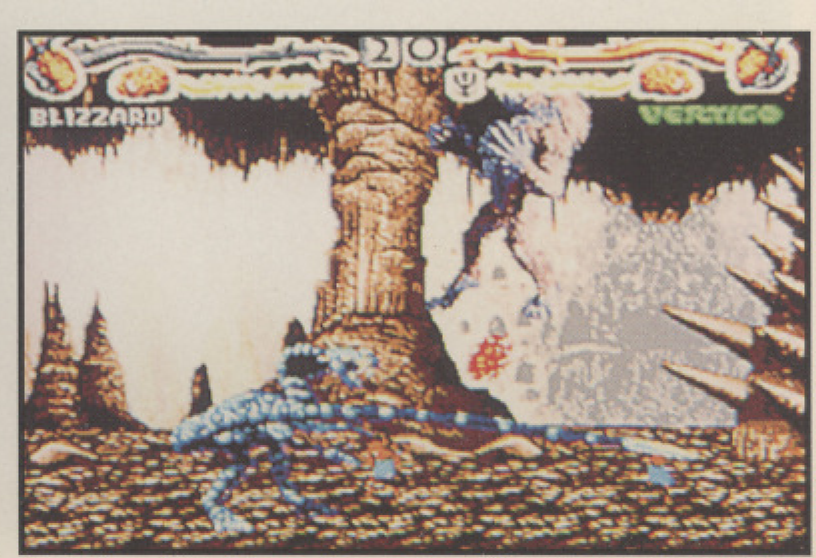
HOLLYWOOD!

It's really not that suprising that the game is so good considering the development that went into it. There were thirty members of the team and the way it was run was it seems more like a Hollywood film crew than your typical games development team. That's because this really was from the beginning a full on project that was aiming for nothing but the top. Hollywood talent was grabbed including Pete Kleinow the legendary stop-motion animator whose previous involvement's include "Gumby" and "Army Of Darkness". Dan Platt an expert in movie monster animation was also grabbed for the development team. as well as these two obvious talents there were also just under a dozen other animators involved. These were the guys who were involved in the essential tasks of creating such extras as background screens and all the bits and pieces such as fire balls without which the game would be utterly incomplete. It's people like these who complete your game playing enjoyment and make the games what they are. In this case they really deserve some



As you can see, the colours are used to full advantage.







AL RAGE The Making



credit because they've done a great job reaching like the rest of the game top quality.

BIZARRE BEASTS FROM BIZARRE IMAGINATIONS!

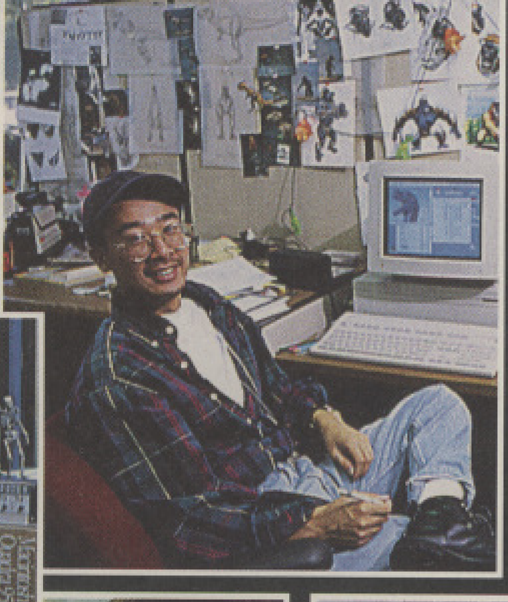
There were some problems that had to be overcome and these included the overall problem of making dinosaurs into really great fighting machines. The main problem

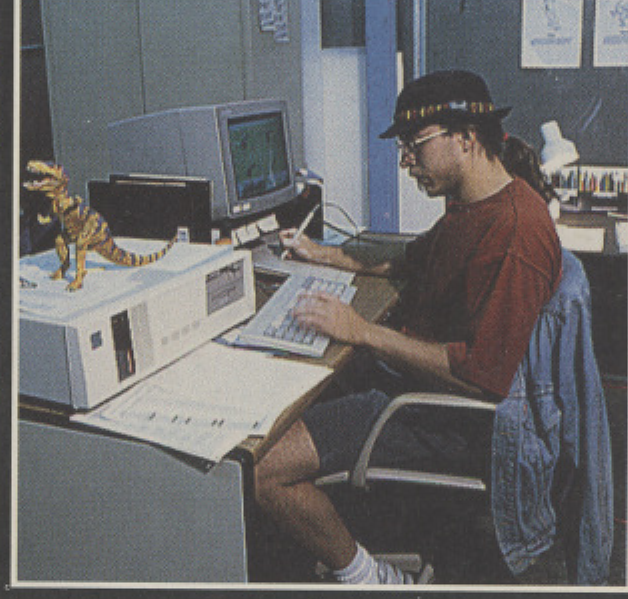
STOP-MOTION EXCELLENCE...

The real challenge was to give the creatures a realistic lifelike set of moves and actions. It was decided that the stop-motion process would be the only way to garuntee the high quality now expected. This process had never been attempted on such a scale but this was not to hold the Primal Rage team back.

Stop-motion filming basically allows the characters in the game to move with amazing detail and hundreds of tiny movements make the creatures appear surprisingly alive. This whole idea is actually achieved through the very slow and laborious task of filming minute movements of a puppet armature which can lead to the creation of amazing sequences of movement made up of many tiny movements.

The fact that the puppet can be moved into so many different positions means that you are not as limited as some of the fighting games that simply digitise human movements. The whole effect of this process is the appearance of some seriously life like characters on your otherwise very flat, very small, and very lifeless screen. I have to admit that I have actually had a crack at the game on the Mega Drive and let me tell you it's pretty dam good. The colours the sound the action, this has to be the game of the year.



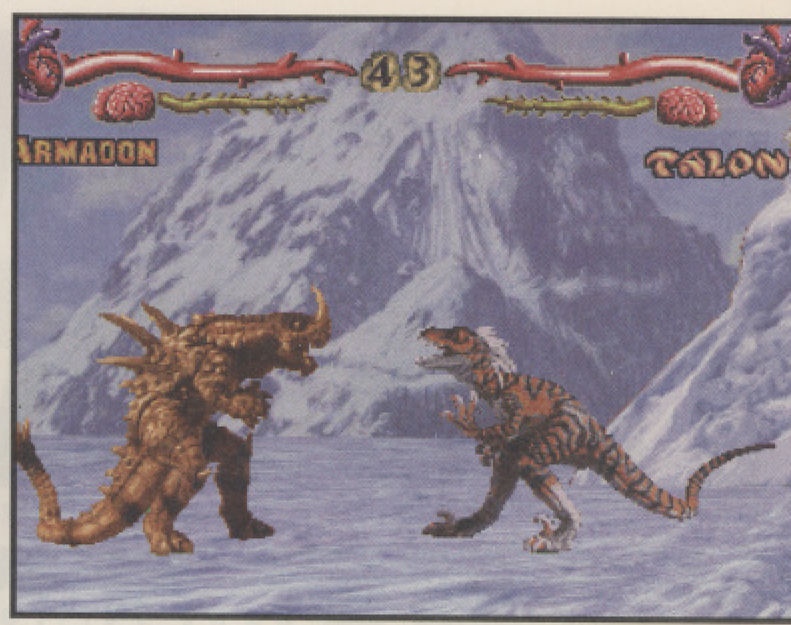














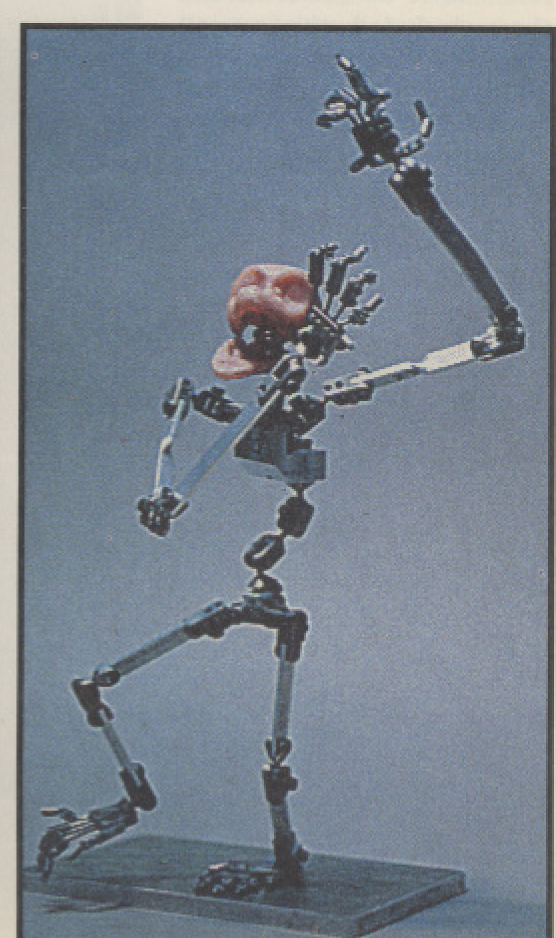
wasn't really appreciated to start with as they were using T Rexs. The problem is that most dinos led there lives on all four legs and this meant that it was not as easy to give mind-blowing moves to these lumbering creatures. This led to some serious thought as they had to find some prehistoric type creatures that were capable of looking dead hard on the screen. Imaginations came into play and some amazing creatures were created for the game. Amongst these are a couple of King Kong type beasts that really are the sort of guys that would have "Godzilla" for breakfast and still be capable of eating three "Shredded Wheat".

As part of the continual process of fine tuning these characters clay models were built. Fully operational armatures were also created and as part of this process completely new joints were invented as it was believed that those that already existed for use in the movie industry were not up to the job. Everything had to be perfect for this game, and it is. The models were then painted in great detail. There are blues and reds in many different hues that reflect the characters of the creatures that they are on.

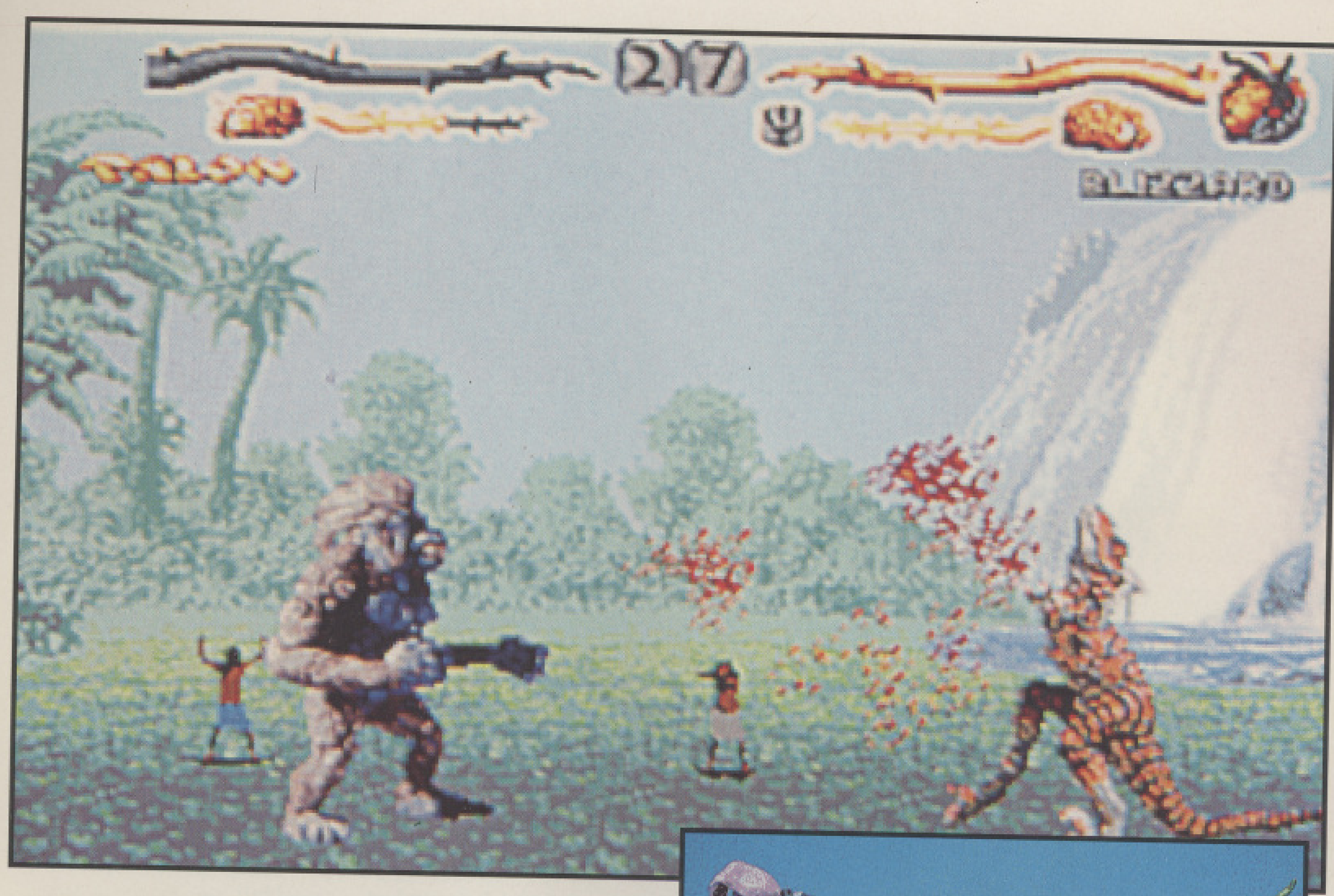
CONTROLS THAT CAN COPE

Another of the new innova-









tions found in the game is the development of four button controls on most formats that can, despite the huge number of moves, cope amply. Special moves can be achieved with relative ease though they do take a little practice. The Game Boy version only requires the two buttons and yet is the best use of controls I've seen for a while. The special moves are all possible without practising for ages unlike on some fighting games that I could mention.

THE ARCADE MACHINE

The coin-op version has so far been hugely successful attracting all sorts of different age groups all amazed by the playibility and presentation of a game that is destined to go far. Two arcade machines were launched a standard 25" version and a deluxe showcase 33" version. Now the game is being launched onto the games market and is going to be available for not only the Amiga but also the Mega Drive, SNES, Game Gear. Saturn, 3DO, Playstation, Jaguar cd, and the 32X. At the end of the day whatever you play this game on youre going to really love it without any doubt whatsoever, I hope! No really, this is in my humble opinion the game of the year and you've simply got to get it if you want to see games playing history. This game is going to be a living legend.









These MegaDrive shots demonstrate the lifelike quality of the beasts

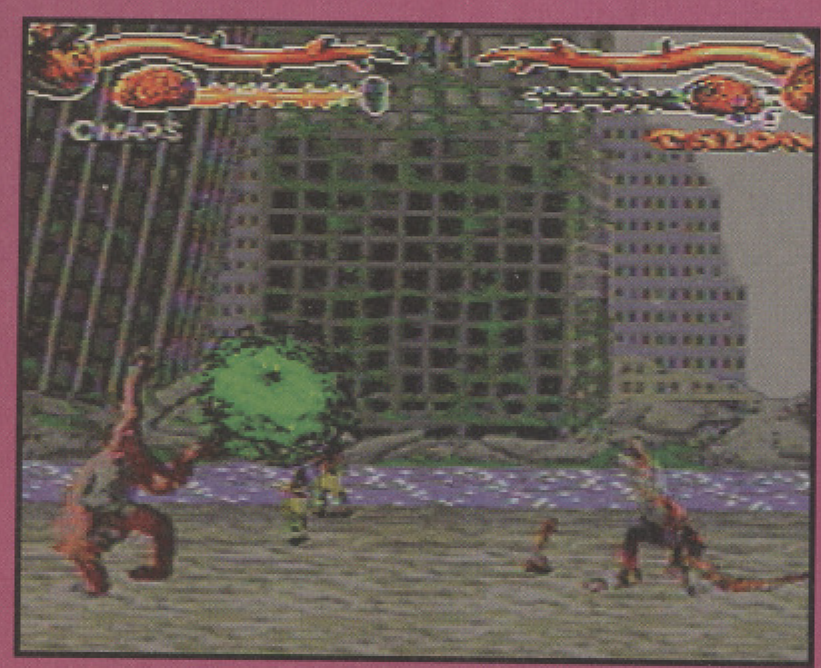


You've heard how it was made, you've heard how much effort went into it, you've heard about the people responsible but at the end of the day was it all worth while, well in a word YES!@#$%&*!

This game is great. Quite simply superb. We've only played the Mega Drive and Game Boy versions but I'm led to believe that the Finished product on the Amiga is goiing to be fairly similar. I haven't been able to keep my hands off it since I persuaded the lovely "Time Warner Interactive" PR girl to leave me with a copy. It's great, I've had to be dragged away from my Mega Drive to go to bed. It's been quite a long time since I've got so carried away over a game, infact for a while I was worried that I might have finally got bored with the whole computer games scene. That's a pretty worrying thought when it's your job to play games all day and then sit down and discuss there finer points. For some time I've struggled to find these 'finer points' instead I've been blinded not by the beauty of games and there playability ,presentation and lastability but by there tiring repetitiveness and failure to excite me. Then look what happens someone comes along and creates agame that reaffirms my faith in the computer games industry. Not just some quick buck merchant out to make money by rehashing old ideas and worse, old technology, no this is a great new game with great new technology and an addictiveness that makes crack cocaine look as harmless as candy. Thank you mighty one for giving us a game to look forward to playing, a game that reawakens those now almost dead gamesplaying senses. This is a game that will go down in history as something that yet again gave the Amiga new life.

PRIMA







Well what's it all about. as with all games there's a story line to explain the bizarre behaviour that you are about to undertake. Well believe it or not this game is not set in the prehistoric past. Oh no it is infact set in the future however this is not a future that you would expect to see. In this future there has been a huge measure of population control in the form of a massive meteor that has crashed into the earth destroying not only millions of human lives but also destroying life and civilisation as we know it. Heavy enough on its own but it doesn't end there. The new "urth" is now the domain of seven huge prehistoric creatures who have been imprisoned in the earth in some kind of suspended animation for millions of years.

These huge beasts are now freed from there long sleep and they are on the warpath. Not as you might expect against humans but instead against the each other in a battle to become the dominator of the "urth". So the battle starts.

The Game Boy has six creatures other formats have seven but fear not seven is quite enough to cope with. Firstly there is a Very large ape type creature called Blizzard. He's obviously from some kind of frozen waste land as he is actually tinged with blue. Something you might not notice on the Game Boy mmm! Anyway he has some pretty outrageous moves including some special moves that could leave you cold in your tracks, quite literally.

Chaos is another of these strange ape type creatures though he's a bit smaller however he's no less tough with some special moves that will take the ground from under you. Talon is small and very quick. He's a 'Deinonychus' he has claws and his head is covered in feathers. His claws come in very useful especially in his special moves which are fast and efficient to say the least. Diablo is also pretty small and fast. If you had the luxury of colour in another format you'd see him as a red creature and the colour quite suits his temperament. He's an

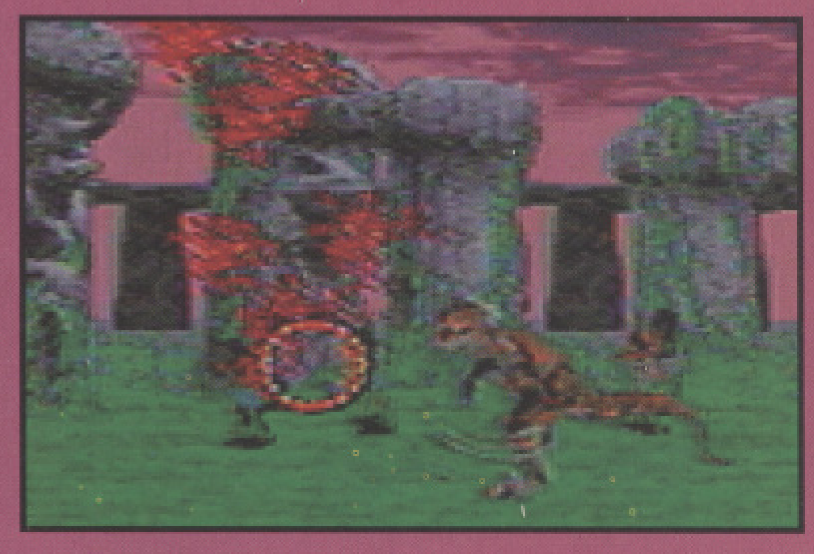


Some of the special moves are spectacular



AL RAGE The Preview





Remember these are Sega MegaDrive grabs but they should similar on the Amiga.





'Allosaur'and his fiery temper is quite obvious in his special moves. Armadon is a very spiky creature that is dangerous to get to close to. Watch out if you intend to leap onto him as one of his special moves is rather spiky and could leave you feeling rather deflated. The last of our rather nasty creatures is Sauron a mighty T-Rex enough said.

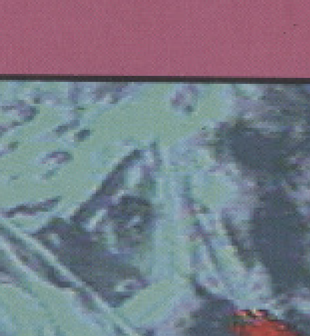
Well before you know it you are in the position of choosing yourself one of these mighty creatures to begin your quest to conquer the new "Urth". You've got to defeat all the characters who are opposing you in your struggle to make it to the top. If you succeed you will find yourself facing the bonus round and then the Final Battle.

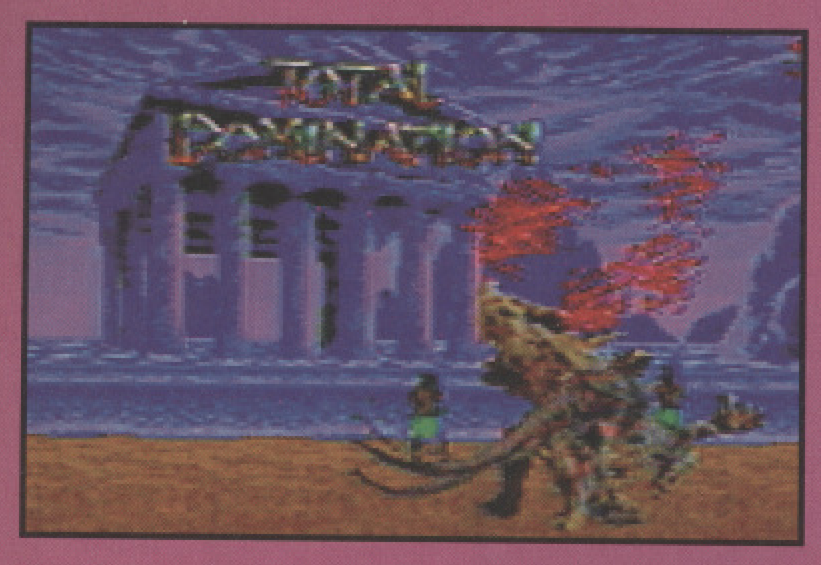
You have a health bar at the top of your screen as does your opponent and this gives you information on whose the weakest. Everytime a hit is made the health bar registers it. To get bonus health you can eat some of the human followers that are doted around.

Each time you succeed in destroying one of your opponents you will have new territory awarded to you. So eventually you will have conquered the world.

Finishing moves are quite important. Just before you finally finish off an opponent he will stand there for a while looking rather the worse for wear. You can then perform a very spectacular finishing move that has more importance than just looking good. You will find that you have certain creatures reincarnated for the final battle. Whether or not you used a finishing move to destroy the creature first time around will affect









Eat the onlookers for a little snack and see what happens!

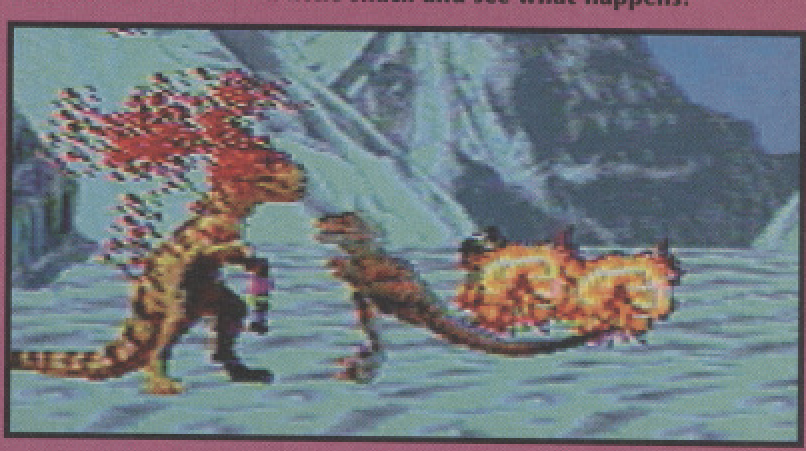
how the opponent performs in this final battle. Those that were not finished off properly first time around will return fully recovered where as those who did get mashed by a finishing move will return only as ghosts.

Before this final round you get a bonus round which is where you will find yourself snacking out on humans. During this round you will find that you can gain extra points and increase your health a great deal. This is particularly useful considering the fact that you are about to face all your previous enemies with only one health bar.

The game is really quite something and you really ought to check it out at the earliest possible opportunity,. Superbly animated characters combined with individual characteristics makes for a game where you can really enjoy vanquishing the opponents that you come up against. The game play is equally superb with creatures that you feel you really are controlling despite their life like presence on your screen. You will find that you soon really get to grips with the moves and learn when to make the most of different combinations and you will soon get to grips with some serious special moves that'll keep you going on and on in your quest to conquer the new "urth".

All the screen shots that we've used to illustrate the game are from the Mega Drive game. As soon as we get hold of the Amiga version we'll bring you a full preview and loads of screen shots.

We have been led to believe that the graphics are going to be pretty much exactly the same.







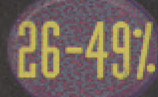


GAMES

The 'Overall' score is not an average mark, oh no siree. We all sit down together and try decide what it should be, get bored and put any old crap in. (Hang on, that's not right)



Plop, poo, wee and generally not worth the plastic for the disks. And arse.



Why do companies insist on releasing stuff that scores this low. Shoot 'em, that's what I say!



Not bad, but then not that good either. How about the old cliché, 'average'?



To call in a favour from another cliché pal of mine 'above average'.



Now this is more like it, plenty for your cash here, but those of lesser means might looks to...



...something of this standard. Really very good indeed, although still flawed enough to not score above...



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BRUTAL : PA

A Street Fighter clone with cartoon animation? Is it possible? Rich Lloyd investigates, as if anyone actually cares, I mean for God's sake.....

To be honest there are quite a lot of one on one beat'em-ups doing the rounds at the moment, and most of them aren't very good. The only ones even worth considering are Super Street Fighter II and Mortal Kombat II. Both of these titles are outstanding in almost every way, combining great aesthetics with superlative gameplay. In fact the only problem that I really had with both of them was the slightly steep price tag, but that's the price you pay for Amiga games nowadays isn't it?

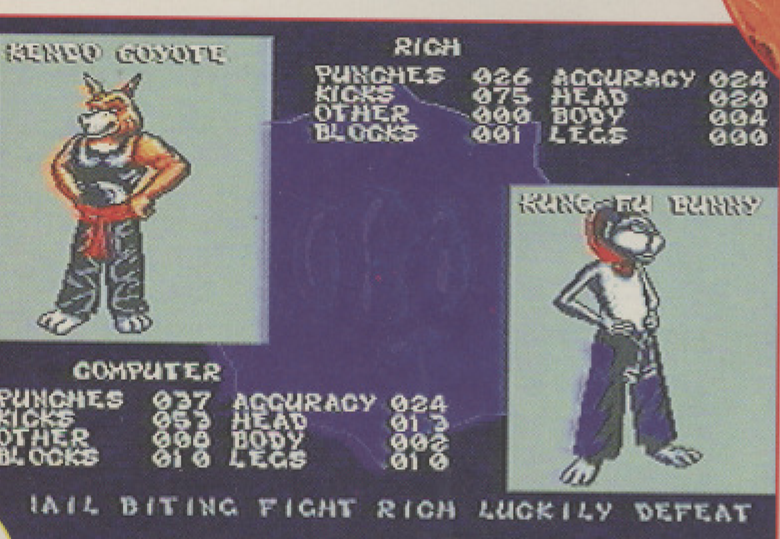
In order to beat these two titles at their own game any similar games will have to be something a bit out of the ordinary, and GameTek reckon that this is what they have got.

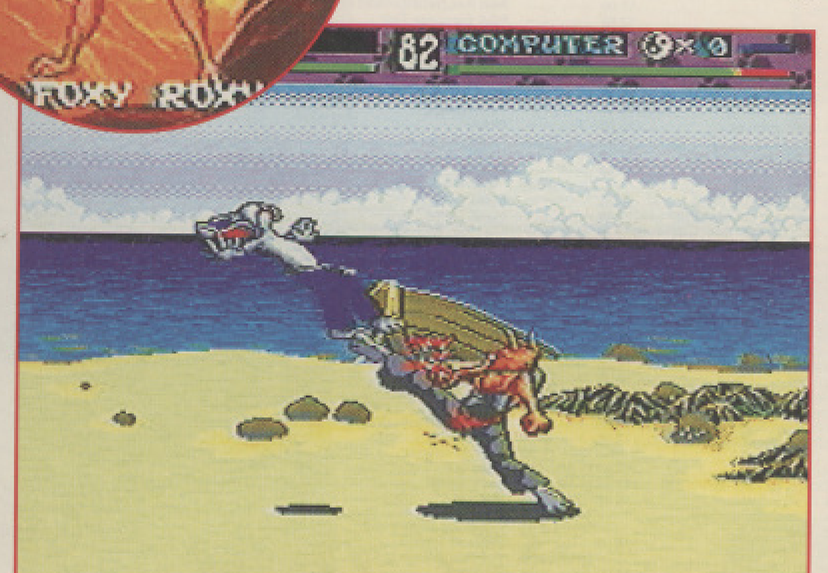
Normally behind a game like this is a simple story that explains why the various characters want to kill each other.

In SFII M.Bison was an evil bloke and most of the participants had personal reasons to duff him up. Mortal Kombat had the various fighters seeking revenge or personal glory. There is no such underlying story here apart from the fact that the Dali Lama (no relation) likes to hold a big fight fest every four years. Mind you, having said this, each of the characters involved has a different philosophy on life which goes to explain why they entered and the methods in which they fight.

Every four years the Dali Lama searches the world for the greatest fighters and invites them to his island to compete for the Belt Of Heaven. The entrants are all chosen because of the path that they follow and not just their martial arts skills. For example, Kung Fu Bunny follows the path of understanding and fights so that he can become at one with himself. Kendo Coyote on the other hand follows the path of resolve which means that he has a massive ego and that nothing can stop him. All of the other fighters including

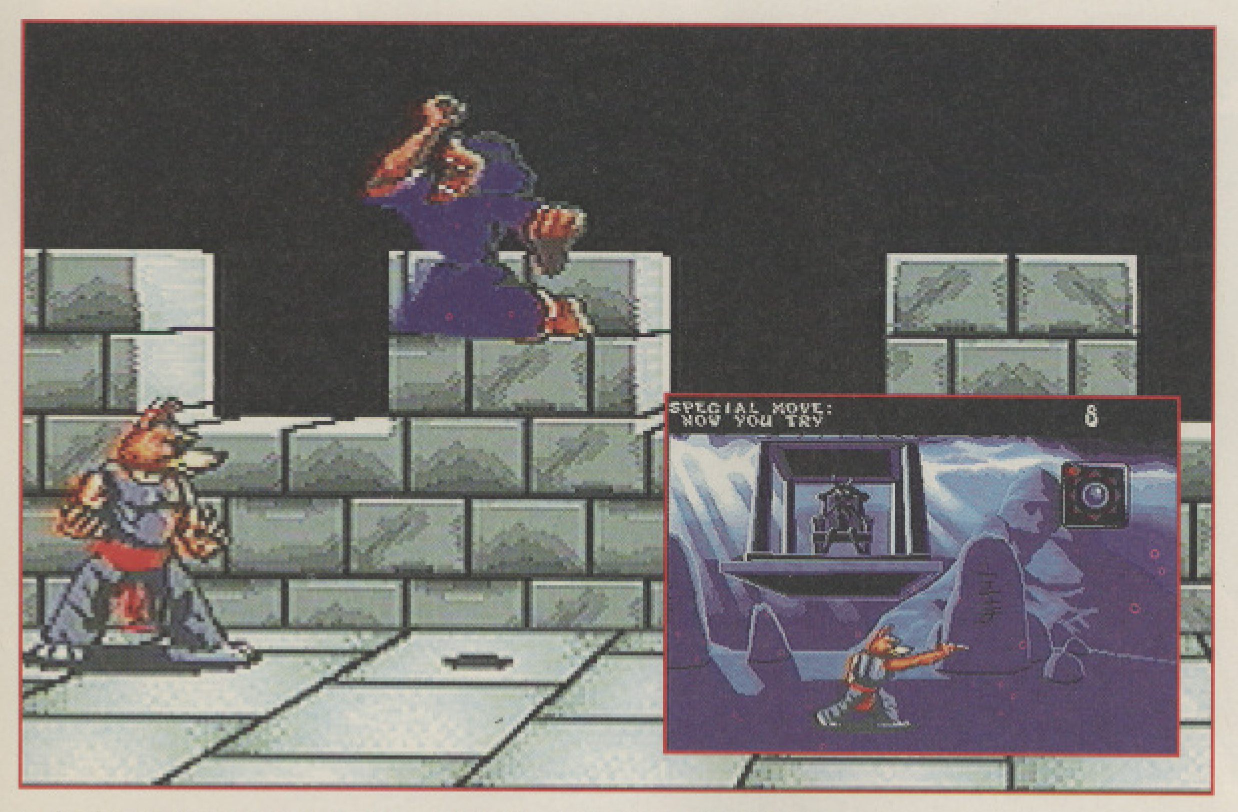








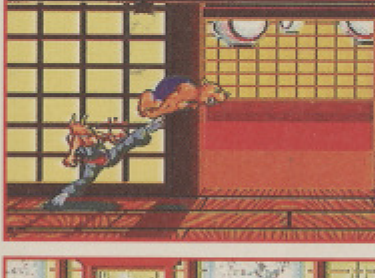
AWS OF FURY



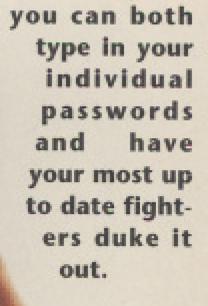
Tai Cheetah (groan), Foxy Roxy, Rhei Rat, Prince Leon, Ivan The Bear, The Pantha, and Karate Croc all have their own philosophies as well, giving the game a subtle moral message.

Another unique feature is that you don't start off with a full complement of moves, and you learn special moves after every two rounds. Eventually you will know them all and by means of a special password system you can build all the characters up and then start the game again at any time with your complete set of moves. What this also means is that when you play a head to head match against a mate you can both use your individual passwords and pit your two most highly trained fighters against each other.

The major difference between this and all the other fighting games is with the special moves. In SFII, Mortal Kombat, Shadow Fighter etc. each character has a number of special moves that they can use at any stage of the game. Here you start off unable to perform any special moves and get taught a new move after every two fights. This is similar to real life martial arts (well sort of anyway) where you can get a basic understanding of the moves quite quickly but mastering the more advanced moves takes a great deal of skill. So, when you eventually become good at the game you will be able to take one character and build him up so that when fighting the more advanced fighters you have a larger repertoire. This is similar to Dragon but the most unique feature here is that by using a password system you can maintain your characters current skill level and even start again having access to the moves you have learnt . This also means that when fighting another human player on the head to head option you can both type in your individual passwords and have your most up to date fighters duke it out.









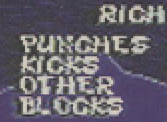
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PERFECT

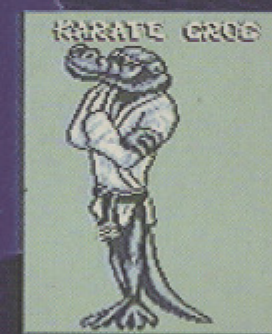


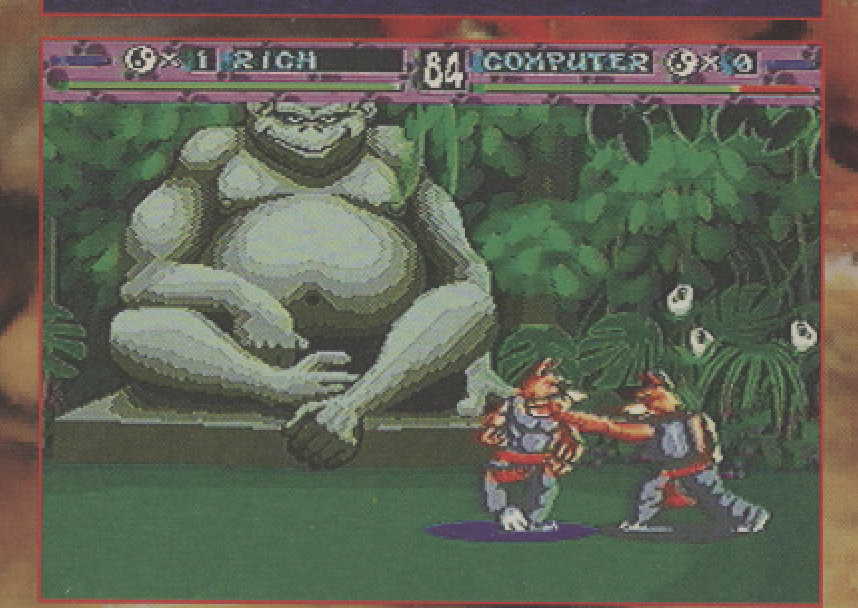












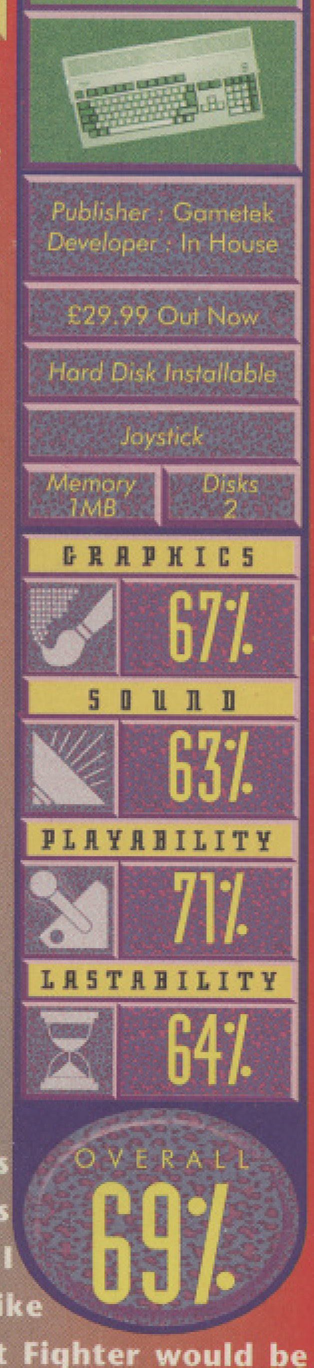


THE VERDICT

The end result looks stunning but unfortunately it is all let down by the severe lack of gameplay. The fighting isn't as fluid as the other titles that I have already mentioned, and instead of blending quick reactions with simple joystick combinations it all ends up with you frantically waggling the stick without much thought or skill involved at all. This is a shame because Brutal is superbly presented but leaves you with the feeling that something is lacking.

The control system itself is quite curious. The strength of the move performed depends on how long the joystick button is held down. This means that the move is only performed when the button is released instead of when it is first depressed. Personally I feel that a control system like the one used in Super Street Fighter would be much better, and joysticks with extra buttons should have been catered for.

The sad thing is that Brutal suffers from 'Exploding Fist Syndrome'. This is where a match can be one simply by repeating the same moves over and over again. During one game that I played I discovered that all I had to do was to get my character to jump towards the opponent with a strong punch over and over again and it would eventually kill them. By doing this I got right up to the Dali Lama, who turned out to be a right git to beat! At the end of the day this is a very polished product that would be perfect if it wasn't for a few flaws in the gameplay.



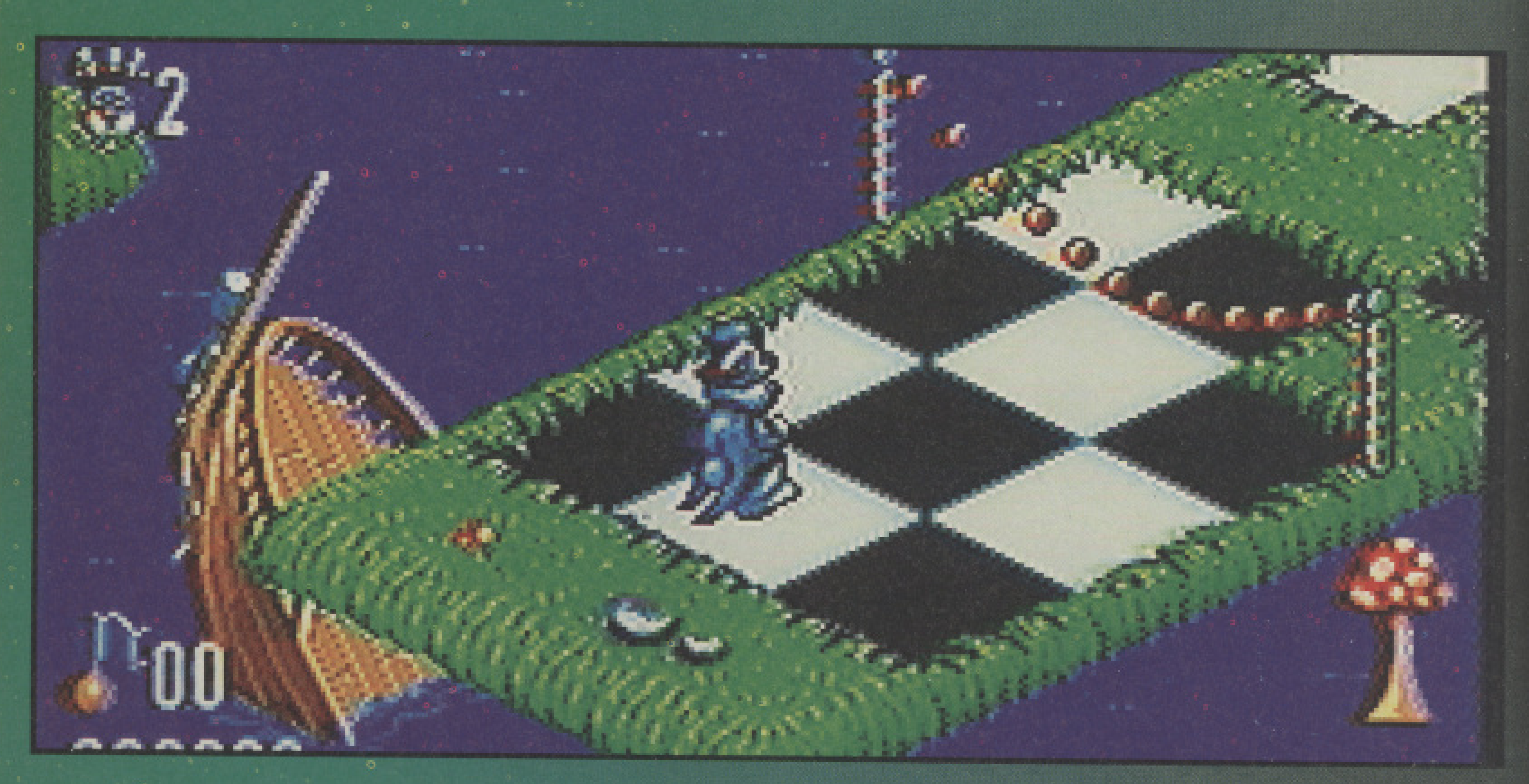
CD32	Well, there was a Mega-CD version, so there no reason it shouldn't work.
A500 / 600	This A1200 version runs fine on the A500/600, because it is the A500 version!

BRUTAL : PAWS OF FURY



WHIZZ

Fancy yet another mad jaunt around an imaginary world whilst collecting all sorts of bits and pieces? Well if you do then this

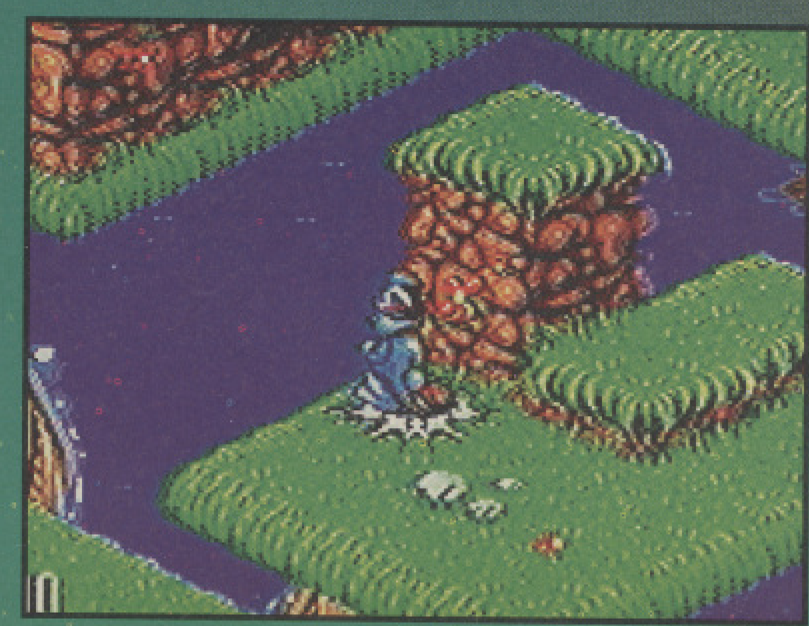


Well I had a great deal of trouble in getting my Amiga to work yesterday and so couldn't play this game on it. Luckily the kind chaps at Flair Software had also sent me the CD32 version as well so I set of on a wonderful journey into the mad and mysterious world of Whizz.

This game has already been released in some countries in Europe and has it seems gone down really well. Well it's not really suprising as it isn't a bad little game. The game is not due for launch in this country until early in October. This is due to coincide with the launch, or is it re-launch of the Amiga



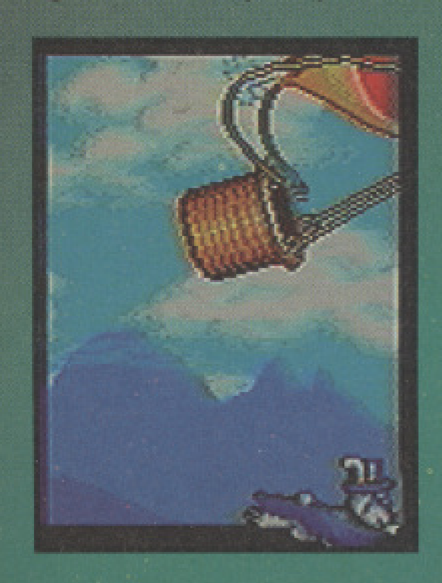






A1200. (ps. This is not the only game that these guys have got lined up for us!) This does actually have some benefits for us British Amiga owners. Believe it or not some games developers actually listen to people like me and there were only two things that the European reviewers didn't like. These two things have now been ironed out. Not bad hey! Lets use Europe as the Guinea Pigs for all our games.

Whizz is a pretty standard game in many ways. You zoom along at high speed against the clock whilst constantly trying to find your way through the levels. Of course there are also all sorts of things that you have to pick up on the way. One of the things that our European counterparts didn't like was the fact that the time limits were so tight and this didn't allow you to work your way through the levels and actually have a decent look around. Well it now seems that this has all been changed and now you can take things easy as all good rabbits know you should. The other point was the fact that when you undertook a spinning manoeuvre (used to kill baddies) you lost energy whether you hit an enemy or not! Well no more, both of these failings have been ironed out for the British version.







THE STORY

So what's the story? I here you ask. Well like all great games there is a background story that is as bizarre as you can imagine. In this case our furry friend is the hero of the piece, and yes you guessed it his name is Whizz. I've never met a rabbit called Whizz before but this ones pretty fast as his name implies. The intro shows him shooting along in a balloon being chased by a nasty looking rat like chap who goes by the name of Ratty. Well he's getting chased by this rat allover the place from the South Sea Beaches to the Frozen Artic wastes and from the greened grass castle to his favourite world of Gamesville. Well I'll admit to you now that I haven't seen all these amazing worlds because the copy of the game I had was one with the tight time limits and I found it really hard to ever get to the end of a level, However the final British version will not have this handicap to

impair your progress so you

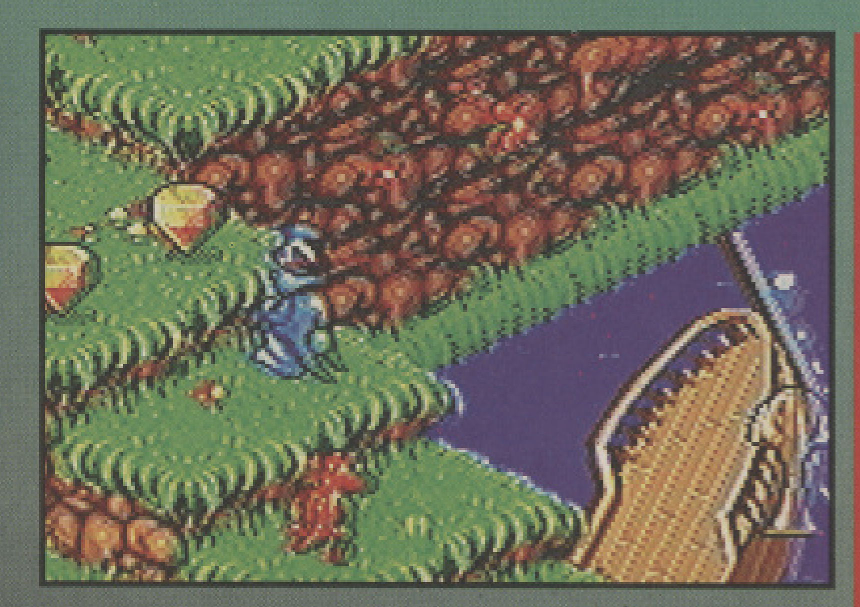






TOWER OF SOULS





should see all these places. Even as we speak one of my games playing friends is desperately trying to get past the first level alas with very little success.

THE GAME

Well the game is like a lot of platform games. You have to puzzle your way through the game and eventually if you haven't died to many



times or run out of time in my case you might eventually finish it.

Your time is demonstrated by the sand clock at the top right of the screen. To replenish it you find mini sand clocks that you can collect. Your lives are also displayed under the sand clock. On the top right you will see the items that you have collected.

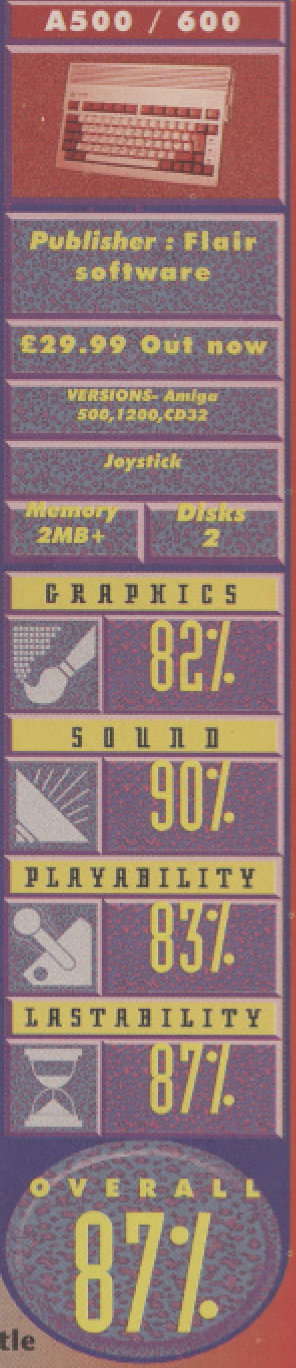
Your energy is demonstrated by the energy mushroom at the bottom of the screen. You start of course with full energy but you will soon find that it runs down as you bump into the monsters that are liberally dotted around. Watch out for the red and white monsters because they are very indestructible. The other monsters you can destroy by spinning towards and they then leave energy mushrooms which you can pick up to restore you power but watch out because some of these mushrooms are actually poisonous and will sap your strength further. Flags are also scattered around and these can be collected for points. Rockets can also be launched to count towards extra lives.



THE VERDICT

To be honest this is really an average platform game it is quite a lot of fun but no more than many others that we've all played. My enjoyment was disrupted somewhat by the fact that I had the version that had the impossibly hard time limit so my forages to the lands above level one were short and sweet. I suppose there could have been some stunning things that I didn't see in the later levels but somehow I feel it is unlikely. The CD32 and the A1200 versions were pretty much exactly the same as each other as I discovered when I finally got my A1200 back on line so if you have both machines it makes little difference as to which you buy. The graphics aren't mind blowing though they aren't sub standard either.

The music is actually quite catchy as I discovered by leaving my monitors volume on full blast. Whizz himself is a pretty cool little character with his bow tie, top hat and tails and the sort of red nose that suggests years of alcohol abuse. The idea is simple like most of the platform games that there are around. It's a competent game with some nice touches but it's not mind blowing. Having said all that it must be appreciated that the version I had is very different in terms of time limit to the British version and these guys do produce some ace games. Also they took the trouble to change the game after the European market got its hands on it. Not many companys do this and for this act alone they deserve a great score. Walking away from the game I really do have a bit of a glow. I enjoyed it a lot and really like it despite the fact that it's not mindblowing. There's certainly something about it that I really liked and I'm sure you'll find the same! So it deserves its high score!



A1200

CD32

The game is the same on both the A1200 and the CD32. The A500 version simply loses background graphics.





FEARS

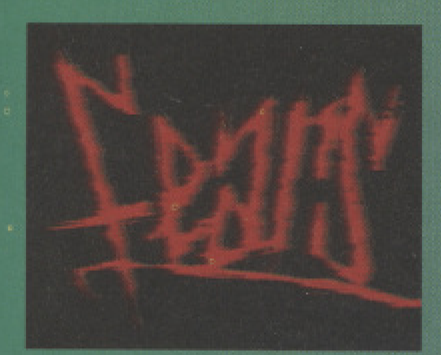
Violence! Don't you just love it? Well as long as it doesn't actually involve anyone getting hurt especially me.



Well one way to satisfy your lust for good clean harmless violence is to get out a good violent video. Another way is to go and watch a boxing match. However a while ago I discovered interactive violence without any danger of getting hurt. Yes, it's on the computer and since the launch of Doom a whole load of similar games have come onto the scene. Here's one for you and your Amiga.

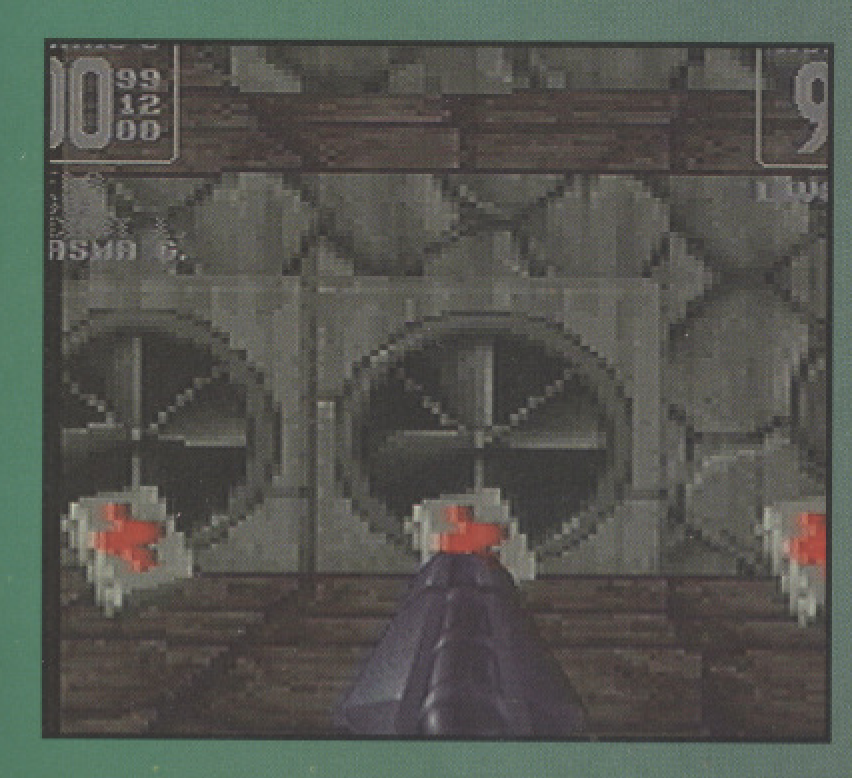
I have just spent some time in front of my Amiga getting to grips with Fears. In the post I received the game and one sheet of paper. "Guildhall Leisure and Manyk Software presents FEARS" mm... what was this going to be like. Well it's due for release on the 7th of September and will set you back twenty nine pounds and



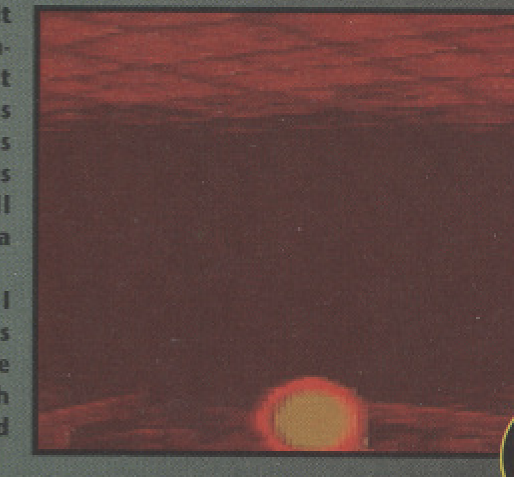


ninety nine pence whether you get the A1200 version or the CD32 version. Here I was with a game to review that wasn't all there. An interesting challenge you may think but to be fair the three level demo disk that they sent me was quite enough to get to grips with. This is essentially a game like the now famous "Doom". When "Doom" first came out I was highly impressed, I remember spending hours on my friends PC trying to get to grips with the numerous beasts and the maze of secrets that I was presented with. Between us we did eventually finish the game but it has to be said I don't think we ever uncovered all of the secrets that there were to be found in this monster of a game. We had many trips back to earlier levels to try and uncover a few more hidden extras. This is the sort of quality that this sort of game needs so you realise that it isn't all about finishing the game but about getting as much out of it as you can. Well this is a game that you'll be able to get a great deal from.



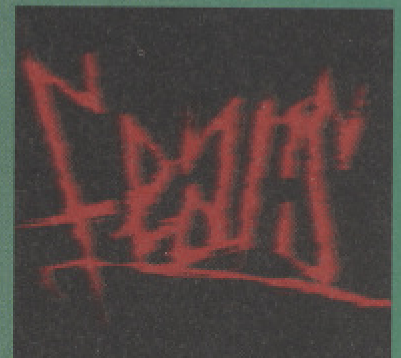


The first time I played earlier this week I needed three trys to get through the first level, and when I eventually did I found that I had uncovered not a single one of the secrets that were there for me to find. Oh well try again after I've gone as far as I can on the second level. Well that wasn't very



far as I got a total kicking from a serious looking monster. mmm... This was going to be a lot harder than I thought! Well I now feel that I've actually started to get to grips with the game.

The game was developed by Bomb Software and the Rather excellent intro screen lets you know, if you look carefully enough. The game will have a huge one and a half megabytes of graphics and one megabyte of sound crammed into it. From this alone you can see that it's going to be an absolutely enormous game. When I go on to tell you that there are thirty levels and eighteen different types of monsters the



picture should become clearer still. This is an epic of a game. Weapons wise you get a whole selection of deadly bits and pieces. There is a knife, probably not the best weapon to face a bunch of fire spitting monsters with but it





could be useful nevertheless. There is also a rifle that is essentially a double barrelled shot gun, a machine gun, a serious rocket launcher and a plasma gun. All of them are fairly destructive with the plasma gun being the most awesome. All around the game you will find not only ammo but such extras as treasure and first aid kits with which you will be able to bring your health up with.

Your health is displayed in percentage form at the top right hand side of your screen and on the left you will see your weapons displayed. You are told what weapons you have and what weapon you are using as well as what ammo you have left. If the sides of your screen flash red you are being shot at so you can quickly turn round and return fire. This game provides all you need.





THE VERDICT

The main trouble with the game is that with the screen on maximum and all the graphics on you really can't get very good control of what direction you're facing in. This makes it pretty hard to fight back as you tend to end up shooting at space either side of the offending aliens. The graphics tend to be really jumpy as your view leaps across the screen. It is possible to reduce the quality of the graphics and to make your view smaller but the game then starts to become a lot smaller. It seems that as oppose to shrinking the whole view so that you can still see as much but with less detail, you have a view that has had the edges cut off so you don't have the same level of peripheral vision as you would have with the screen on maximum and the graphics on full. Peripheral vision is quite important if you want to survive in an environment where monsters are jumping out at you from all sides.

Well a bad workman always blames his tools so they say and I suppose I fall into that category. Well If I'm really harsh on myself I suppose that The reason I found the game such a challenge was more to do with the number of monsters and my own inability to shoot straight than the juddering graphics. Well to be fair to the game it is pretty good, my opinion must however be tainted somewhat by my high opinion of Doom. Somehow I feel that all the games that have copied "Doom"s style are really rip offs. This game for instance worryingly similar but I suppose why change a formula that has worked so well. And it is a whole load of fun! Is it as good as Gloom? look at the scores and work it out for yourself!

A500 / 600

Publisher : Guildhall
Developer : Bomb

£29.99 Sept 7th

A1200/CD32

Joystick

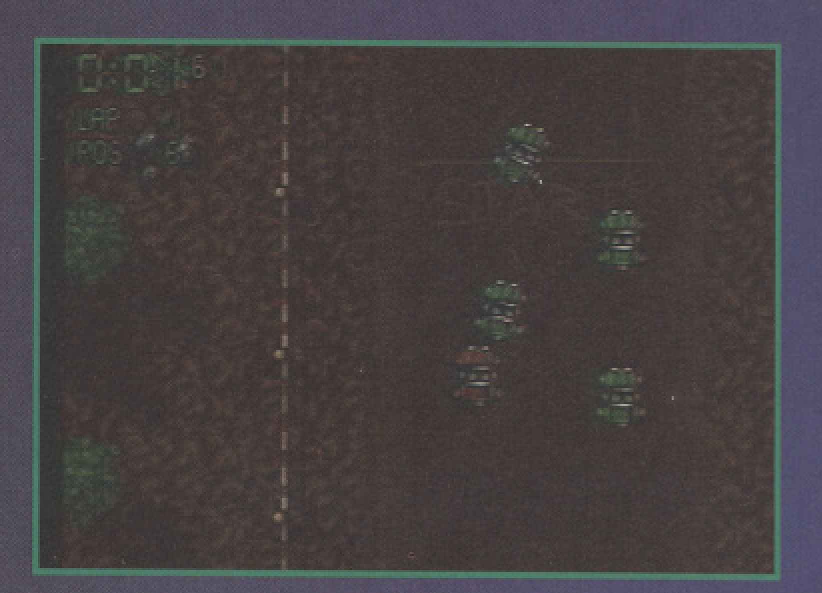
Memory	Disks
2+Mb	2

GRAPHICS	84%
SOUND	90%
PLAYABILITY	86%
LASTABILITY	90%
OVERALL	87%

A1200
CD32

So far we've only played it on the A1200 and it's ace.





TURBO

Turbo Trax! Just another driving game, I hear you say. But don't dismiss this game, its really challenging, its no walkover! You can believe Arcane Entertainment when they claim "Your driving skills are about to be tested to the limits." It took me a long time to dismiss coming last on the track.

Turbo Trax contains 25 different courses, so you wont get bored or too much of an expert on any particular course. Well, unless you go to the practice courses and kill a particular course. Not only do get a large selection of courses you also get a selection of 5 different terrain types, and of course with a different terrain you will need a different vehicle. The five types of vehicle include Indy car, 4x4 truck, jeep, Dune buggy and finally the sports car. Luckily you wont be able to make the mistake of choosing a dune buggy for an Indy course as the correct vehicle is chosen automatically.

The object of the game is as with other racing games is to come first but Turbo Trax is made more interesting, the track is littered with bonus features including Turbos, Spanners and Cash. All of these features must be run over to claim their benefit. The Turbo gives you a burst of speed and is the key to winning races, but they can be more of a pain to the beginner. You find yourself going too fast and unable to anticipate the next corner.



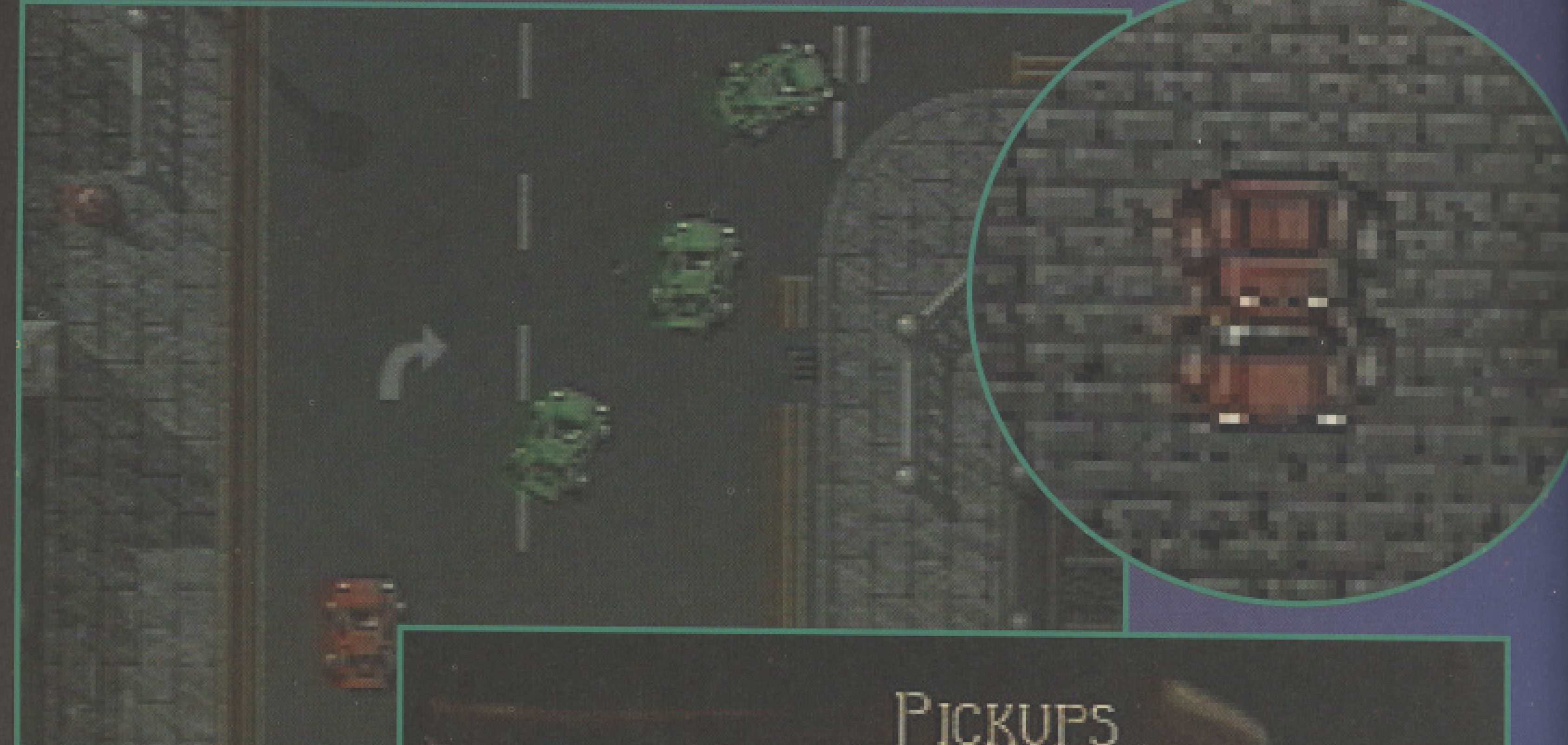






TRAX

Spanners are also found in the track and will repair your car during the race itself. Coming 1st, 2nd, 3rd, or 4th awards you a cash bonus and a combination of these and the coins on the track can be used in the shop to improve your car for the next race, this is very important working your way through the Arcade mode.
The features on the track to avoid include oil, black ice and bumps. If encountered these obstacles will result in control loss, it is these



small mistakes that are the difference between first and last. Combining the best line and these objects is a real challenge.
Steering the car is very simple left and right on the joystick, to accelerate hold down the fire button and to decelerate release the fire button.

Once you get the general gist, you come across several options on the menu. The first being Practice, which allows you to race against computer controlled cars on any of the 25 tracks in the game. Your vehicle is automatically chosen depending on the terrain you chose. The next choice takes you to the Turbo Trax Shop, here you have a set amount to upgrade your car. This can be crucial, for example the more twists there are in a particular course the more steering you will need. Buying Acceleration will obviously make you go faster, Turbo makes turbo boosts last longer, Power Steering will help you around those tight bends and Tyres will help of course the road holding. I see the practice mode as important to the beginner, you need to get consistent on the tracks before even attempting the Arcade mode.

Another mode is the Time Trial. This lets you race against the clock without the interference of any other cars. Watch your time improve as you practice, again I found this useful to begin with on an uncluttered course.

Just in case you find it too much of a challenge against the computer controlled cars then why not link up to a friends computer and put some money on it.

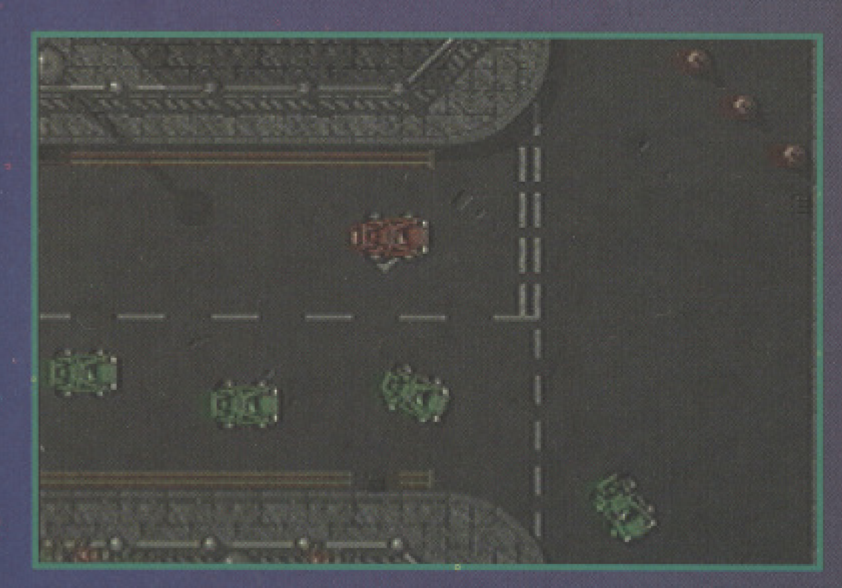
Now you think your an expert and ready for the Arcade Mode. Well its not quite that easy, you have to fight your way through 6 stages.Dont forget you have to get enough money to keep your car competitive for the next race. The first 5 stages have 4 races in each and have 5 opponents. To reach the next stage you must get enough points in your earlier races, if not you lose your credit and will have to start the stage again (you get 2 credits to start with). The 6th stage consists of 2 races, these are even tougher and is one on one. You will find the opponents getting more and more aggressive.

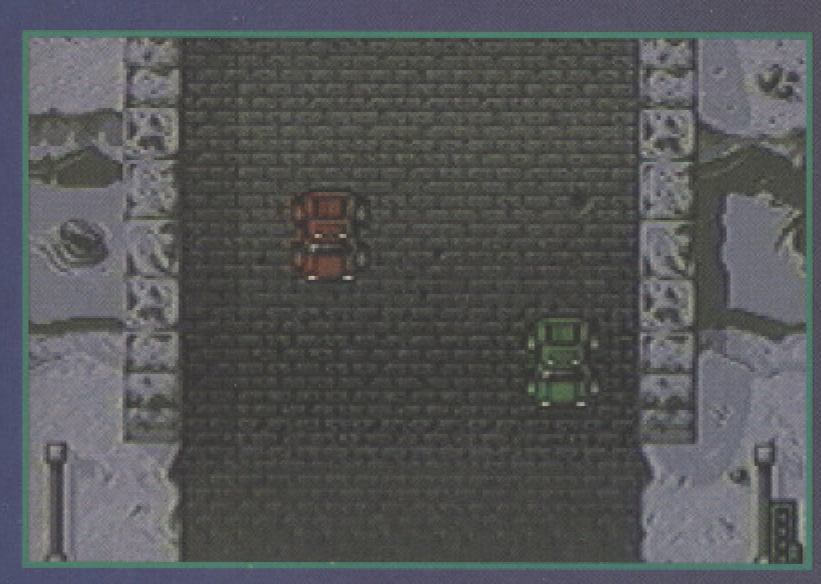
The secret to the game is to keep the perfect line and this is only possible by anticipating the next corner. The movement of the game is too fast to both deal with the competition, bonuses obstacles and get the right line. Also the Turbos propel you so quickly that you must know where they are and in particular the following course as this is crucial in getting ahead. You will soon get a rush as you get into the flow of a particular track.

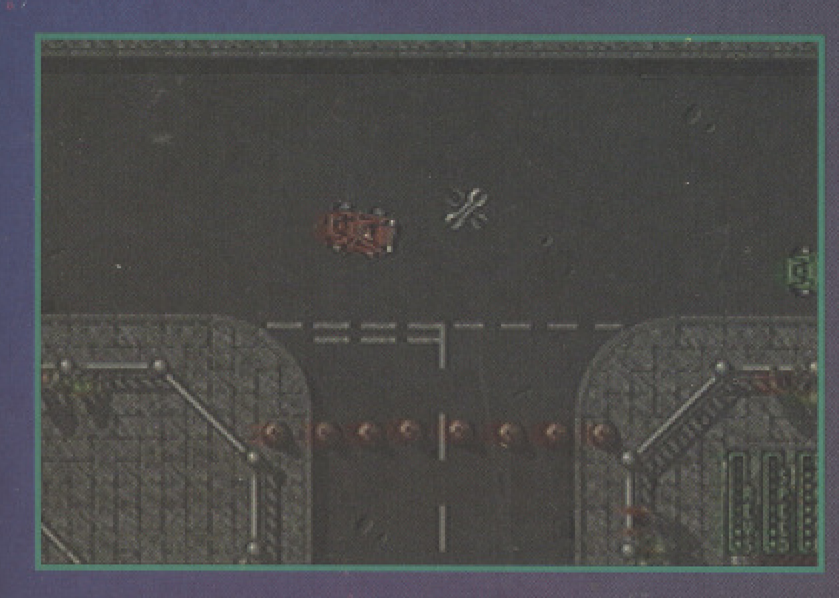
If you cut corners you may save time, but if you go too far you may slow down too much or even crash. This is very frustrating as you accelerate and watch the seconds ticking away. Every crash hurts so you concentrate harder and harder to get it right. Its not one of those games where you go faster than your opponents, you cant afford to make mistakes and if you do there must be some exceptional driving to catch up at all. Maybe I should link up my Amiga for a human challenge!











THE VERDICT

The overall game is very impressive for this type of overhead view game. Its an old idea that had been carried through very well . Its a very easy game to get into, all of the menus are well laid out and self explanatory. You don't need to pick up the manual to have a go. The Arcade version is quite a long but enjoyable affair so its nice to have the option of practising individual courses that take your fancy.

All of the graphics are as good as they need to be for this type of game and they do run smoothly. The sound is quite good and their is an impressive selection of driving music that takes you around the timed mode.

The link mode is also a nice touch. The only criticism of the game is that it is not very clear choosing your ground terrain, but there you go. Can't be perfect can it? All you see when given the options is a hazy blur in the background of what the desired track looks like. This is only in the practice mode anyway and does not matter in the Arcade version.

To sum up it is not the easiest driving game to play but this makes so much more challenging and enjoyable to play. Because of this challenge it becomes addictive to the degree of having to win. You try again and again until it goes right, and as soon as you do there is a different course or terrain . Because of this its not a game that you can master in a hurry. I also like the tactic of buying into the performance of the car, so there is a certain amount of strategy involved. If you test this out you will find it actually makes a hell of a difference!

So if you don't want the three dimensional type of driving game this gets the overall thumbs up!



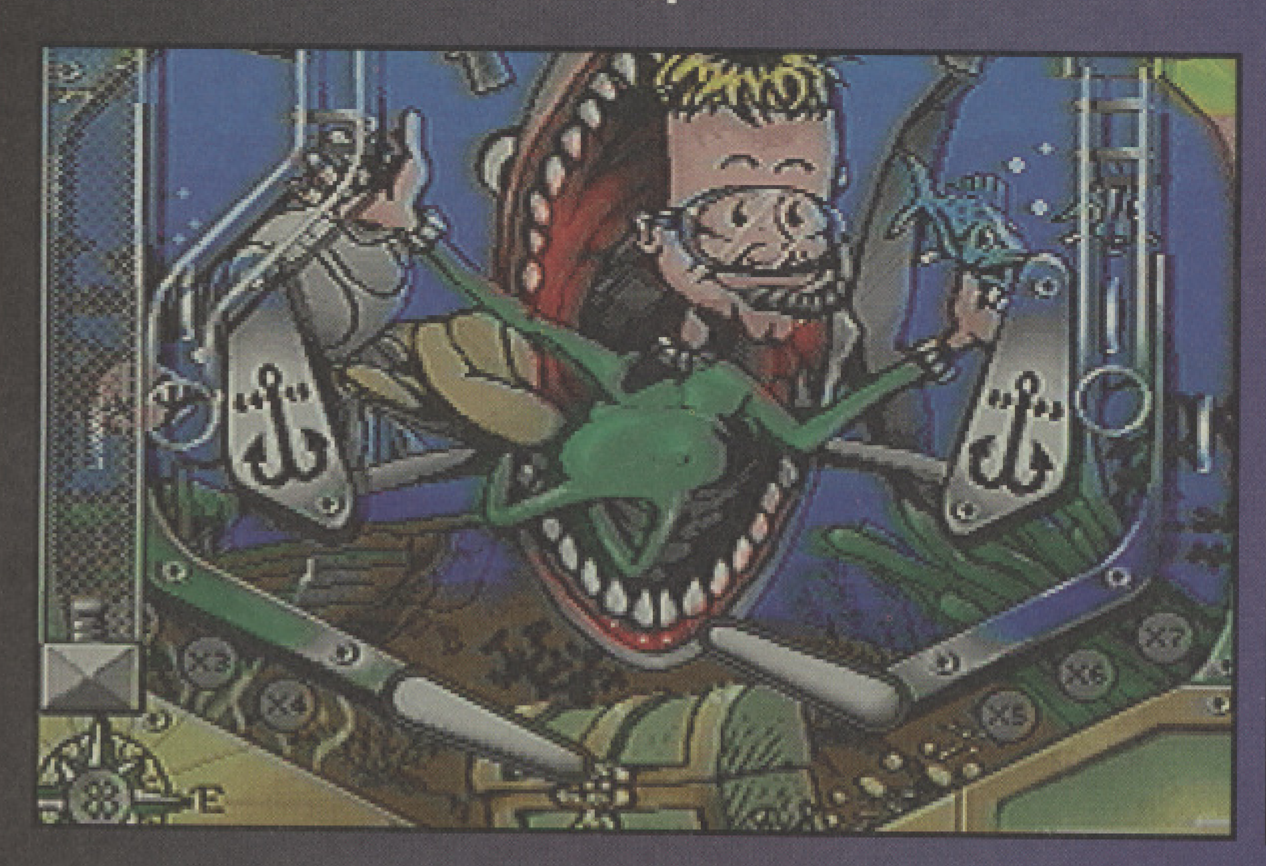
A1200

CD32

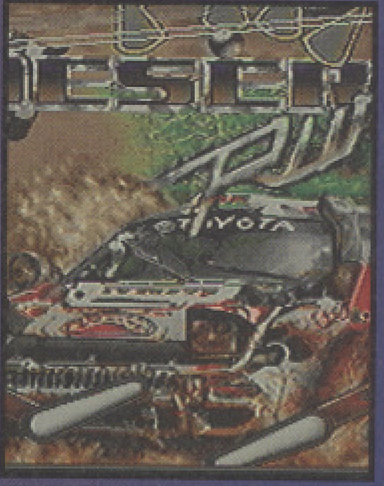


OBSESSION

"That deaf, dumb and blind kid sure plays a mean pinball" said the song many years ago. Rich Lloyd on the other hand is in possession of all his faculties, and he's crap.







It has to be said that I like playing pinball games. Judge Dredd, Star Trek TNG, Dr Who and Star Wars pinny machines somehow always manage to persuade me to shove some of my beer money into their beckoning slots, just for a few minutes of flashing lights and shiny balls.

When pinball machines first came out they were really simple affairs and not particularly good at all. A few bumpers here and there, analogue score displays and that was about it.

Nowadays things have got much more fun. Every pinball machine around now has different features that can be activated by shooting the correct targets in the right sequence. These range from simple bonuses to multiballs, or even challenges against the clock.

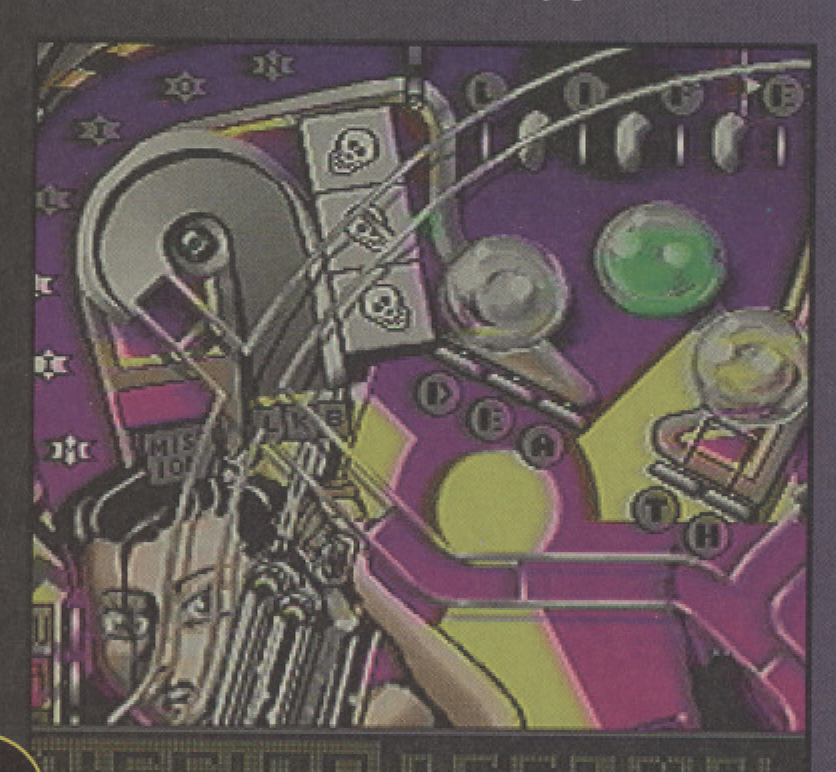
Nearly all tables now have more than two flippers, kickbacks, video games and secret tricks. They are all good fun and worth a few quid here and there.

Pinball on computer always struck me as being a bit strange because it is supposed to be a tactile experience. If the ball goes where it isn't supposed to then a quick knock of the table should help shift it on its way. The other point is that no matter how complex the table is, you can always see the ball and flippers at the same time which is something that just isn't possible on computer pinball simulations.

Computers will never be able to capture this 'hands-on' feeling, but even so computer pinball games have always been immensely popular.

At least there's no chance of a ball going where it shouldn't, thus rendering the whole game completely usless.

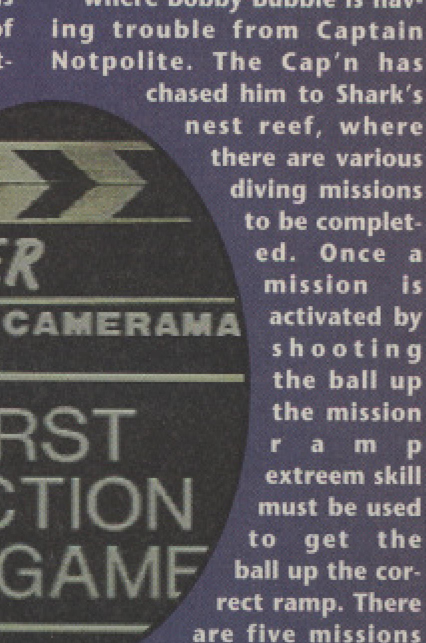
Pinball Dreams was an incredible success, inspiring





many sequels, one of which is due out in the next couple of months. Obsession is the latest pinball release, coming from the Merlin stable.

The A500 version has four different tables with 45 colours on screen at once. A1200 owners can update their game to a version with 5 tables, 256 colours and a multiball feature by sending Merlin yet another £15. All of the tables have thier own themes, and the features available differ from table to table. The first table is the Aquatic Adventure where Bobby Bubble is having trouble from Captain Notpolite. The Cap'n has chased him to Shark's nest reef, where there are various diving missions to be completed. Once a mission is activated by shooting the ball up the mission ramp extreem skill must be used to get the ball up the correct ramp. There are five missions in all, which when completed add millions of points to the scoreboard.



Next comes the X-ile zone. Set in a post holocaust world, it seems that crime is the only way to survive. The survivors have split into tribes and in order to survive you must eliminate the rival tribe leader. Before this is possible there are eight other missions to be completed. To complete a mission the five lights that spell the word 'DEATH' must be spelled out.

The Balls 'n' Bats table is based around a baseball game and the fourth table, Desert Run, has the player in a race from Europe right down to the Sahara Desert. The question is, will this game be an obsession or is it just a load of balls? Let's find out



THE VERDICT

In theory computer pinball games can be quite fun, with features that would be completely impossible in real life. For example, Dragon's Fury on the Sega Mega Drive had little demons walking around the table that had to be eliminated, and some of the layouts on the actual table changed during play.

Unfortunately nothing this exciting ever happens in Obsession. The four available tables are all quite basic and even thoough they all have a number of missions the missions are all completed by hitting the same targets.Take the Desert Run for example. First you must shoot one of two ramps to get some cash. Then the ball must be fired up a ramp to the petrol pump in order to fill the 'car' with gas. After this it must be shot around the loop. This spells the word PIT-STOP. when completed it's off to the next stage, so all that you ever do is try and get the balls up the ramps in a specific order, which is hardly interesting.

Obsession also suffers from the age old problem associated with computer pinny games. Most of the time, if the ball goes down the side lanes and is heading out of play it is very easy to lift one flipper and simply tilt the ball back into play. For a game that claims to be one of the most realistic pinball simulations ever I find this quite amusing as to pull this off for real you'd actually have to lift the table!

Even with the four available tables there just isn't enough variety to be found here. A1200 owners can play on another table but to do this they'll have to fork out another fifteen quid! Now let's think for a moment; four tables for £30, and an extra one for another £15. Somthing's wrong there if you ask me.

A500 / 600	
Unique Development	
£29.95	
A1200/CD32	
Joystick	
Memory 1MB+	Disks 2
GRAPHICS	78%
SOUND	72%
PLAYABILITY	74%
LASTABILITY	62%
OVERALL	72%

A1200 **CD32** Here is where the text describing possible other versions will appear. If this text is still in the actual issue on sale, then it's all Rich's fault, that's all I have to say.



PINBALL

This is the latest project from 21st Century Entertainment, the people who brought us such pinball gems as Pinball Dreams and Pinball Fantasies. What's it going to be like? Read on . . .

Well here we are with another Work In Progress. Yes we're the people that find out what the new releases are going to look like with our sneak previews of what's been done so far. But why am I previewing this game, well I've always found that I seem to spend a great wedge of my wages at the pub everyday and it's not all on alcoholic drinks. Oh no, a great deal of this hard cash is pushed into a variety of pinball machines. "Judge Dredd" and "Star Trek" are some of the finest games known to mankind and they've kept me going on some long sober evenings. Don't get me wrong,I'm not professing to be some kind of Pinball Wizard, oh no I don't fancy myself at all and if you saw me you wouldn't either. However I'm not entirely without my knowledge of Pinball and reckon That I'm in a pretty good position to take a look at 21st Century's latest offering Pinball Mania.

Well as you may well know 21st Century Entertainment is only four years old and yet they have produced some sorted software for a variety of formats. Pinball games seem to be a bit of a speciality for these guys but lets face it, if your good at something then you should stick with it, and these guys really are very good at what they do. Pinball Dreams and Pinball fantasies in my opinion were really great games that provided me with a whole load of entertainment. Needless to say when I realised that I was to take a peek at there latest offering to the Amiga I got all hot under the collar with anticipation and I wasn't let down in the slightest. Pinball Illusions was given 91% by us not so long ago and it strongly deserves its high score. What could this little beauty be like. Well I think that says it all. It is a little beauty and I think that all you pinball fans out there are in for a bit of a treat mmm, oh yes this is a real humdinger!

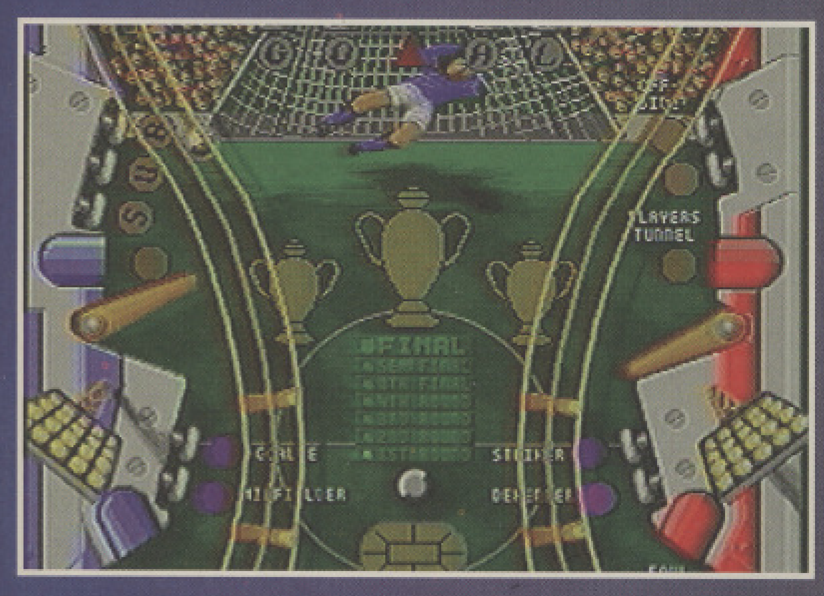


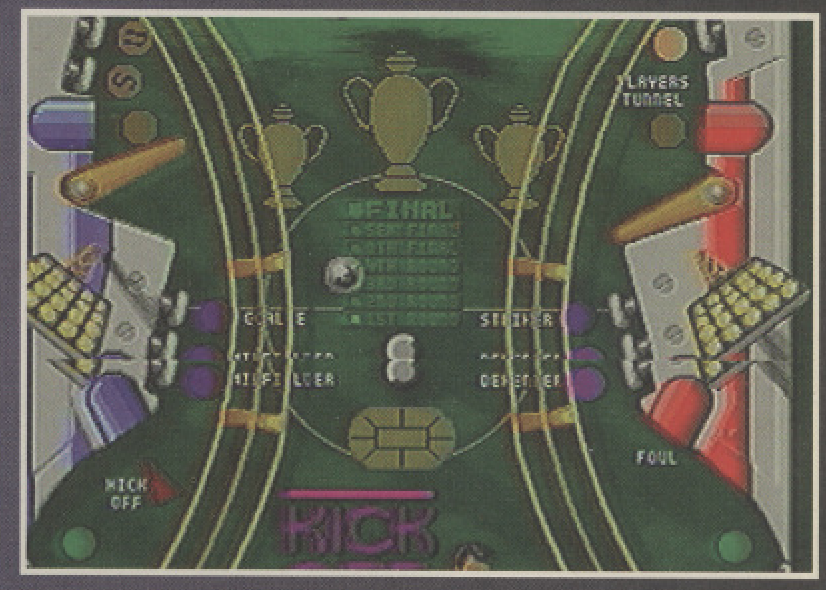
Pinball Mania is due for release in October and this sees the start of 21st Century's support for the revived Amiga. It is the Spidersoft Development team who are actually responsible for the latest in this superb line of Pinball games. The latest game is to have four stunning pinball tables, take my





L MANIA





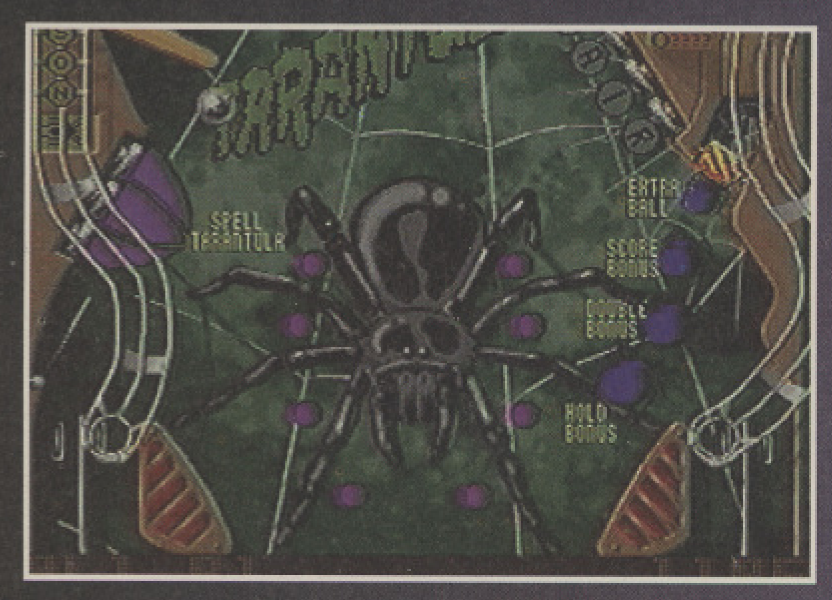
Doesn't look much like football to me!

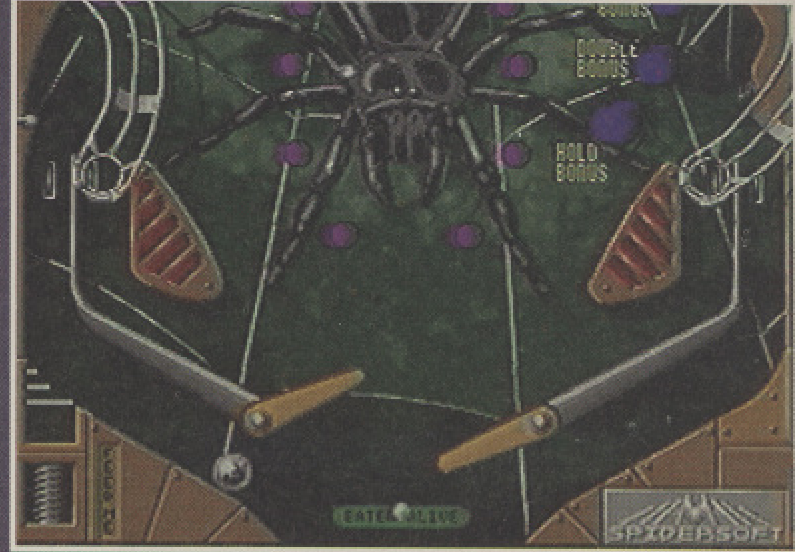
word for it, they really are very good. The game is for the Amiga A1200 and the A4000t. The four new tables are Tarantula, Jailbreak, Jackpot and Kick-Off. The blurb that I was sent with the game tells me that these four tables are designed to give more playability, fun and entertainment to computer pinball than ever before. Do I believe it? Should you believe it? Well I reckon so. The tables are really good. At the end of the day there's only so much that you can do with a pinball game on a computer and these guys have probably gone almost as far as they can go. The tables themselves do of course deserve some mention but the real game is in the way that the ball moves, the speed with which the flipper reacts to your control and how much control it is possible to get over the ball or balls. Each table has four balls and you will find that they also have a multiball function which really stretches you to the limit. Can you cope with the mayhem that is taking place on the table in front of you? You'll only find out when the game comes out and you get hold of one. The challenge in the game is very real and it does require a lot of skill like any pinball game. What's so good about it is the fact that you will find that in time you will be able to really hone your skills. I'm not saying that it'll take you forever to be able to play this game. Anything but! You will be able to play quite competently from the moment that you





If you're not keen on spiders avoid the tarantula web

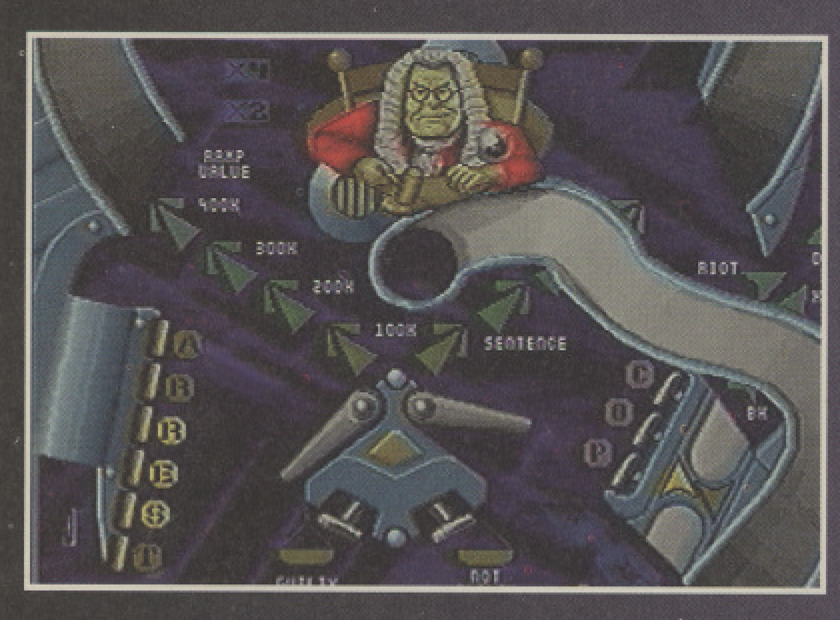




Yet more colourful screen shots. Pretty, aren't they?



This is one stern judge, so play carefully unless you want a life sentence!



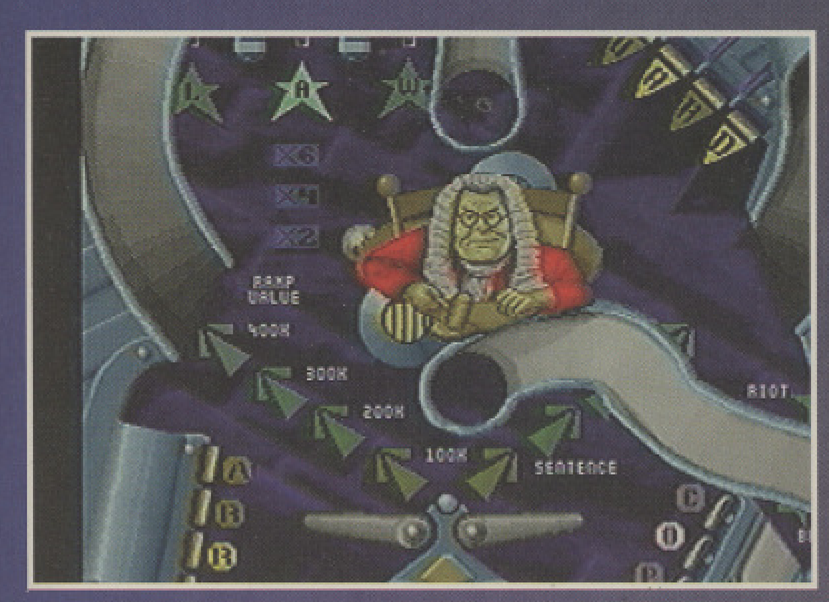


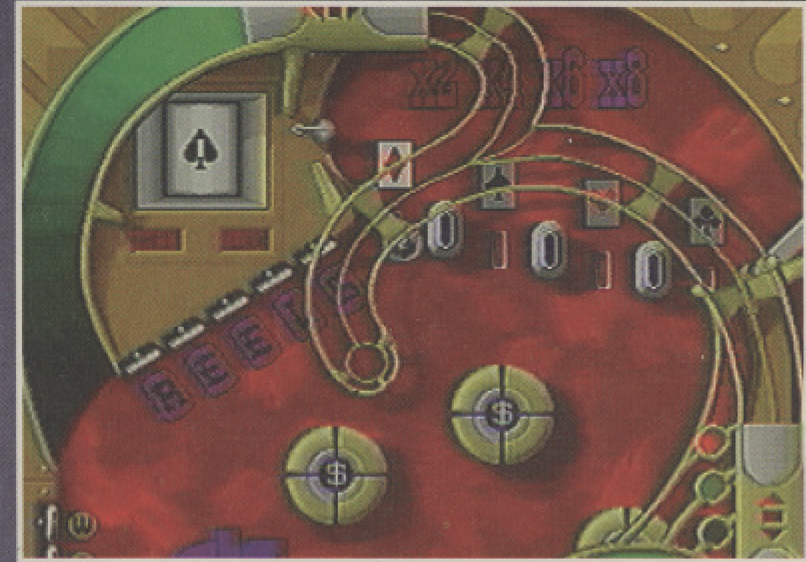
stick it in it's slot. No problemo! What I'm getting at is the fact that pinball is all about high scores and to get really high scores you will need to be really good. This game gives you that chance. You don't instantly find that you increase your scores astronomically. It takes a bit of time and you will find subtle differences in the way you approach the game and the way you react to the movement of the ball with your flippers. Fear not! Here is a game that is not impossibly hard from the moment that you start off and yet after a while you realise just how bad you were when you started to play it.

Anyway that's quite enough about the nature of playing the game. Now lets talk about the pretty bit. Yes that's right the tables themselves and let me tell you they really are dead pretty. Oh my goodness I almost got through this whole WIP without mentioning the word arse. Well let me just say that these tables are not at all arse. No arse to be seen anywhere! Shame! Or is there?

Right then, table one is the Tarantula table. It is supposedly the home of terror, poison and locusts, mmm sounds really nice!

The Jailbreak table is home to a nasty chap who is a judge and has a penchant for handing out life terms to those who defy him mmm gets better.Kick-Off on the other hand is a footie pitch and the



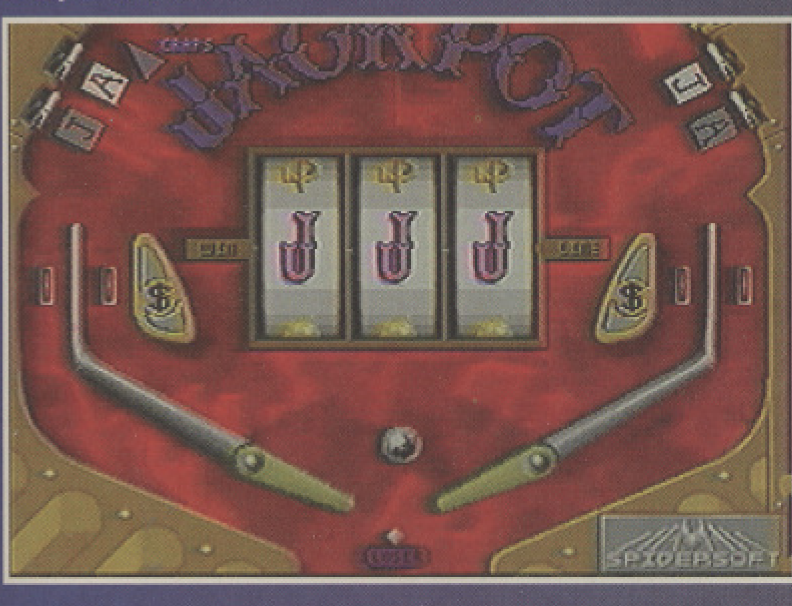


The ramps are not at all easy to take advantage of, remember practice makes perfect.



All the tables have their own special features and 'Jackpot' is no exception, mirroring all the finest aspects of Las Vegas, except women.







No life sentences on this table, only cash rewards – well points anyway.



scene is full of cheering crowds and floodlights. Getting better.
The final table is Jackpot. A casino with cash prizes, well points anyway. The tables are beautifully crafted from finest computer graphics.
They represent a whole swatch of colours and all have the features such as multiball and ramps that you expect to find on any real pinball table. The presentation is simply superb and if you consider that this is only a preview of work in progress then you start to realise that the finished product could really be something to shout about. Oh yes, this game is going to make waves! So look out for our review when it finally arrives.



HOLLYWO[OD] HUSTLER

Hollywood Hustler, it isn't about pool games and Tom Cruise is nowhere to be seen. This is a serious Poker game and it's make or break time. Can you handle it?

On opening the new found package on my desk and seeing the title HOLLYWOOD HUSTLER, I expected Robert Redford and Tom Cruise to star in this new preview package, visions of smoke filled pool halls came into my head and some beautiful blonde looking on from the bar.

The only thing I was right about was the blonde! Well! dimly lit smoked filled rooms with whisky swilling yanks come into it but the subject Poker. Whenever I hear the mention of a card game visions of everlasting boredom comes to mind, this game has that addictiveness found in so many good games.

As with all good games you are part of a story that can have different outcomes. Its not just a droll of one game after another with just another basic high score. The story is set in you guessed it Hollywood.

So far you have an incredibly bad day, first you lose your job as one of those goofy tour bus drivers at Universal Studios. Overeager at the scene from Ten Commandments crossing the Red Sea, not allowing the mechanised backlock sea to part resulting in baptising passengers and water spouting cameras. The second let down of the day on returning home finding a note from your ever-loving babe with words to the effect of your babeless. Can it get any worse? Well then you hear a knock at the door, is she back? No its the repo man!





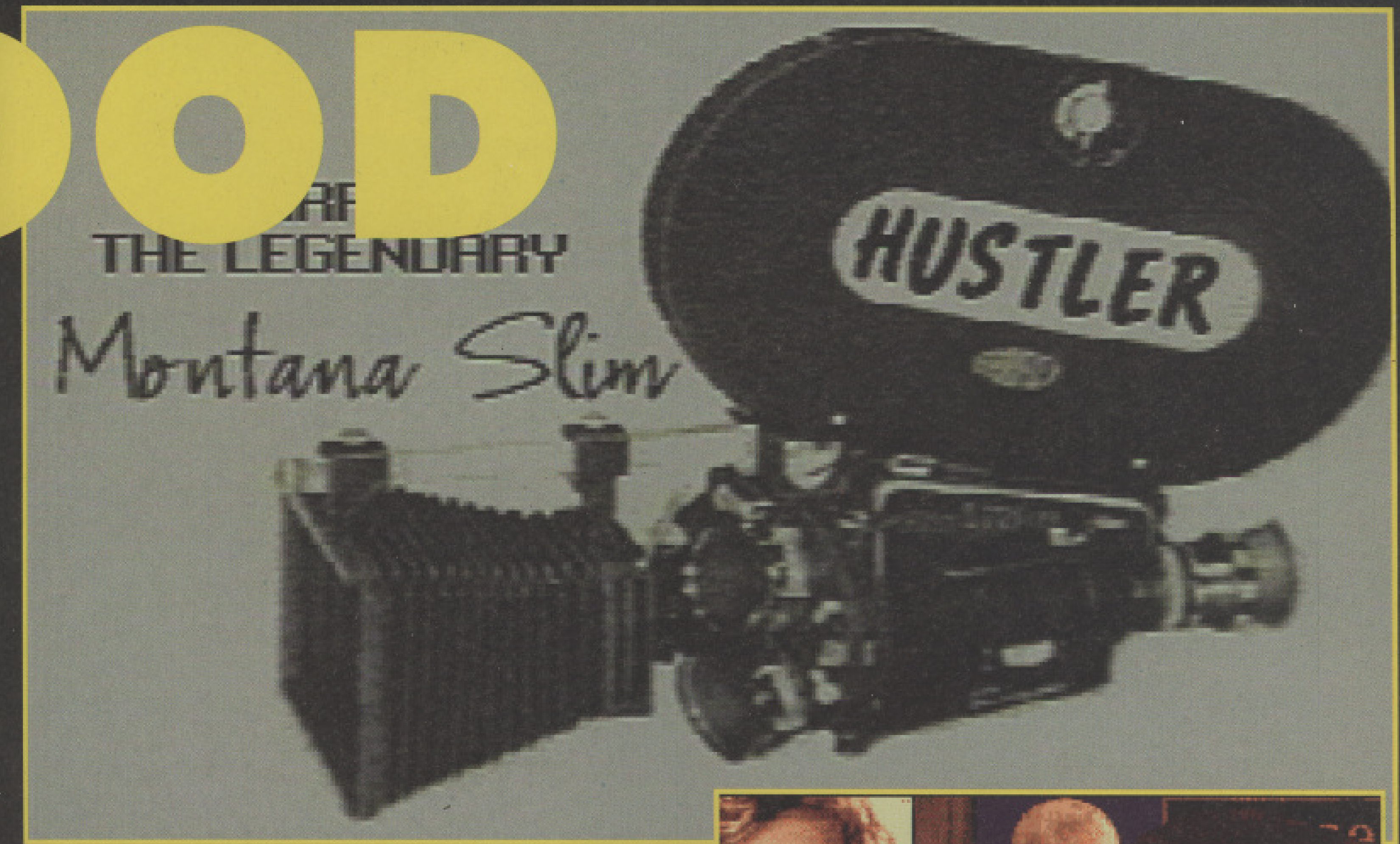
All of this and your last pay package in hand sets the scene for your whisky swilling poker game, what is there left in life? After this digitised cinematic introduction you find yourself sitting in a room with three shady characters. Joe who manages a porn theatre across the road is a prodigy of the sixties and seems to be still there, Montana Slim who isn't particularly slim and is the chef from the diner next to the club, lastly Chuck a would-be movie star who works as a night clerk at the motel down the block. Yes you move in high social circles and as a result anything can happen, this game features random events such as getting shot, exotic waitresses and even earthquakes yes dont forget you are in LA.

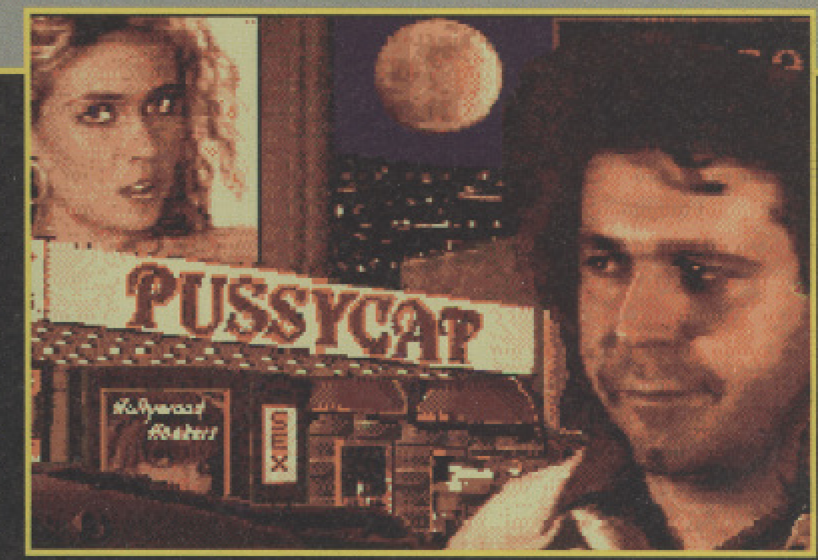
THE CONTROLS

The controls of the game are very simple to use and clearly explained in the manual. There is a very short and clear section explaining the rules of the game and even a newcomer such as myself became hooked to poker within half an hour. I've never before had the urge to get a pack of cards, a bottle of whisky and some mates together for an evening but I think I can get



OOD





Below-Babeless once more. What more can go wrong today?

into it. There is a simple table that explains the various types of hand listed in ascending order, this was the most useful instruction of all.

You start by throwing in your first stake and the cards are dealt. Your basic commands are made by selecting the options in the bottom left corner box. If you have a bad hand opt for the drop and watch the other three play through a game. Again if you are a newcomer to the game you can compare your hand with that of the table in the manual and then decide. If you have a good hand you either CHECK to keep the same bet amount shown in the box, or if you wish to raise the bet opt for BET/RAISE and press the fire button and select joystick up to adjust the amount. These controls are very simple and takes no time to learn. After a round of betting you can change up to three cards again these are simply chosen with the joystick.

Eventually all but one of the players drop, or all the remaining check and the cards are exposed producing the winner. If several hands are closely matched, each player's cards will be compared to the last feature to determine the winner. However, should two or more hands be completely tied the pot will be split.

After each game you get your 'Cash Check' which shows what all of your scores are, this is what you have to build on because your fate depends on it.

With one megabytes worth of quality speech and FX, your opponents become extremely realistic even their actions are

Hi,

What I'm about to say hurts me more than it hurts you. As you know, I've been awfully confused lately, but I've finally managed t
my head straight.

Yeah, the fact is I've decided to run-off to Vegas and marry Hugo, my analyst. Sure, I know he's rich, good-looking and got a much bigger c
than you, but those things don't matter to me. Anyway, try and remember the good times - we'll always have Paris!

Barbie

P.S. I hope we can still be friends?

HOLLYWOOD HUSTLER

THE FIRST LIVE-ACTION POKER GAME

built into the game. Sometimes they pass wind if you take to long in making a decision, this is what is so nice about this game there is no pressure to make quick decisions as there is with playing real opponents. As the card school section of the manual points out if you want to make the high score tables you will have to do more than just win. You will have to play the opponents with your bets and not scare them off by giving large bets. You can see how good their hands are by watching how many cards they change and adjust yours accordingly. Another school tip is to quickly up the stakes and hopefully force your opponents to drop.

OVERALL

This game is like playing real opponents, most computer card games become predictable and boring but each time you play Hustler your opponents are computer responsive and change according to each game. This means that bluffing and erratic play is essential, if you are to predictable they will take you apart. There are three possible endings to the game and its all up to your skill, which will without doubt improve with time.

From what I saw of the preview package this is as close as you'll get to the real thing, mind you how many Montana Slims you know will affect the realism. The graphics are great as is the sound and if this is a taster of what is to come I would certainly want a copy, get rid of those boring platform games and learn the art of poker. Why oh why is poker so addictive or is it just this game? How will this Hollywood adventure end for you?

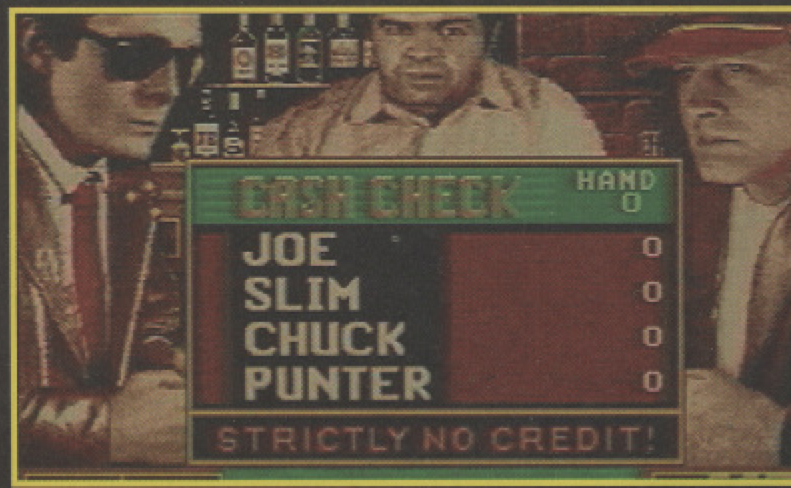












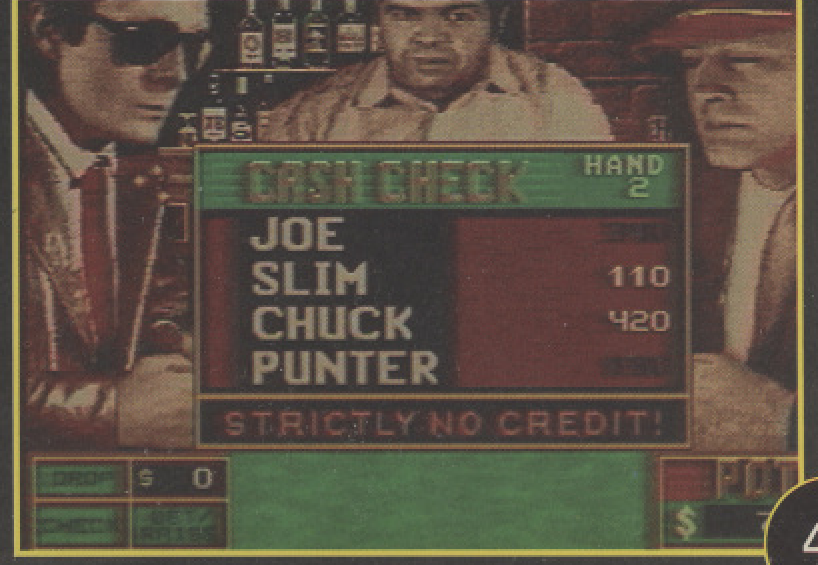
This is the main game screen and these unsavoury characters are your opponents.











SUPER STREETFIGHTER II THE NEW CHALLENGERS





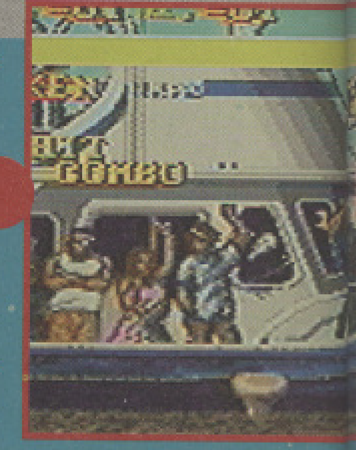
Jump in with a strong kick and then finish with a strong sweep. Repeat this to confuse and infuriate the other player





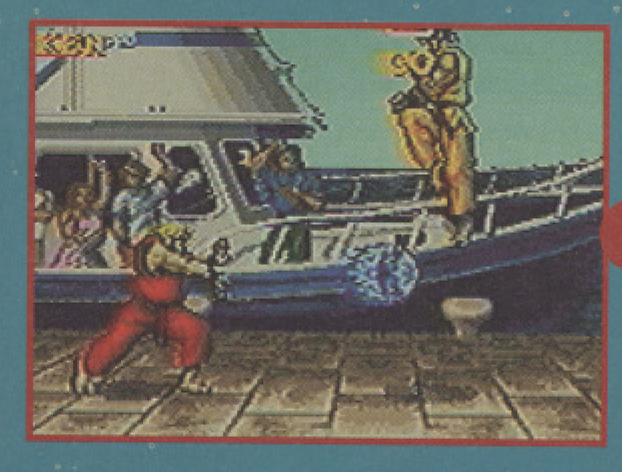






Ken can also do an uppercut followed immediately by a dragon punch, by pressing the strong punch button when you have to press down in the joypad combination – this is so effective he will get three hits in instead of two! This can daze the opponent instantly

KEN





This is a nasty one and is a sure-fire way of winning. Ken, Ryu and Guile can all do this easy combo. Knock the opponent down and then walk right up to them and do lots of weak kicks. Keep holding forwards on the joypad, and when one of the kicks connects for the second time press strong kick or punch to throw them. Repeat this and they won't get up again













When the other fighter is trying to stand up, do a jumping weak kick to knee them in the head. Immediately follow this with a ducking weak kick and then press forwards and strong kick to throw them to the ground. This is very painful indeed



Jump in with a medium kick and then follow with a throw. Repeat straight-away and the opponent will find it very hard to do anything at all – a sure way of winning





Do a dragon punch as usual, but press the strong punch button as you press down on the joypad. This will make Ryu perform an uppercut and then do a strong dragon punch straight away, resulting in two very quick and pow-



When you throw a fireball your opponent can do one of two things – blocking it results in them losing some energy, but they can alternatively jump over it. Weak fireballs can easily be followed with strong dragon punches to hit them as they jump over the fireballs







Jump and press down and medium kick in mid-air to do the head stamp. Press medium kick repeatedly to land behind the opponent and perform the lightning



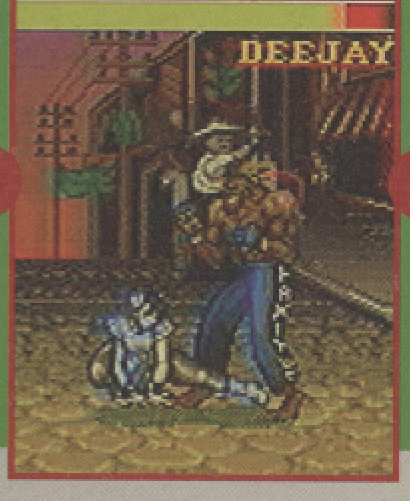


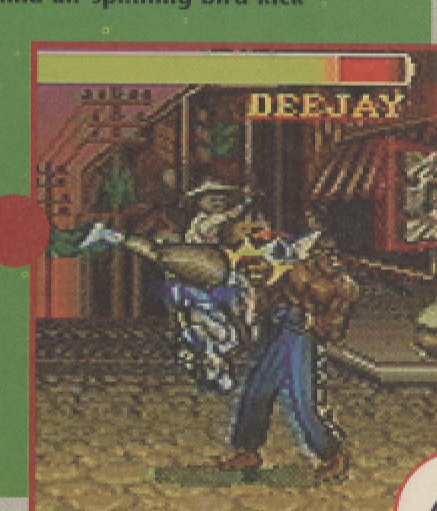
Jump backwards onto the wall and quickly press and hold diagonally down and forwards to bounce off the wall. Then press up and any kick to perform the legendary mid-air spinning bird kick





Jump in with a weak kick and hold down. While still holding down do a medium kick, then press up and strong kick to perform a devastating spinning kick

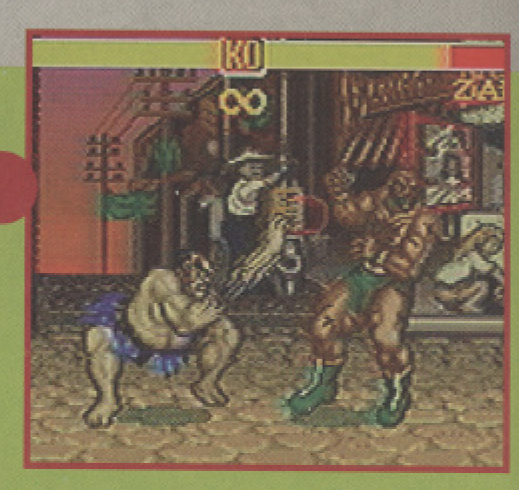












Get in close and do a grab with either a strong punch or kick. As Honda squeezes the life out of his victim hold forwards and press the weak punch button repeatedly. When he releases his victim he will walk towards them straightaway and slap them silly with his 100 hand slap







Jump in with a strong punch and press backwards. Still holding backwards press medium kick. Then press forwards and strong punch to execute a powerful sumo head-butt



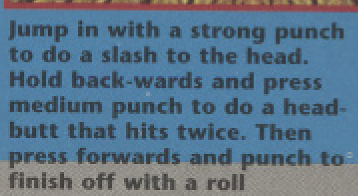








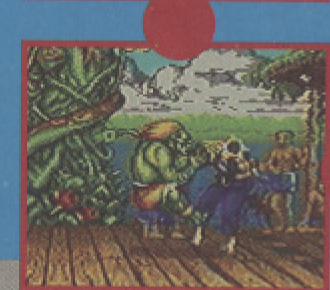
Jump in with a strong punch to do a slash to the head. Hold back-wards and press medium punch to do a head-butt that hits twice. Then press forwards and punch to finish off with a roll















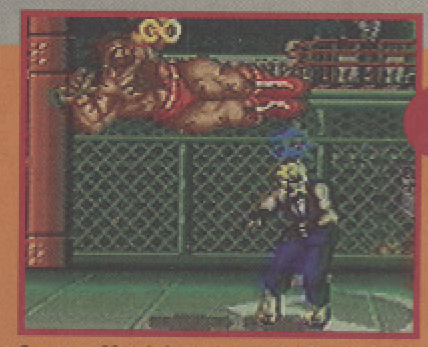


After knocking the opponent down, walk right up close to them and keep doing weak duck punches. When two punches have connected, press forwards and medium punch to do a piledriver. This will knock them down again, so you can repeat the process until they die



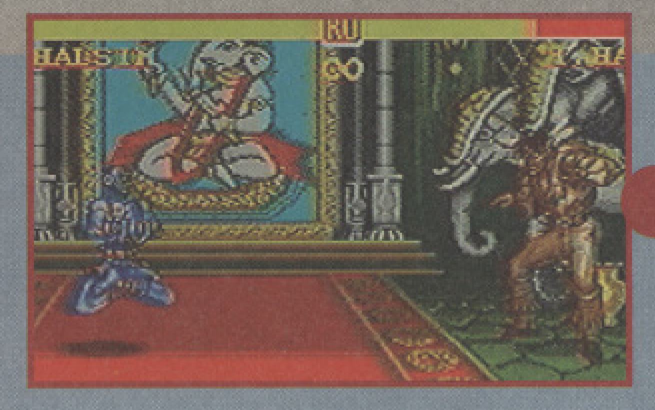


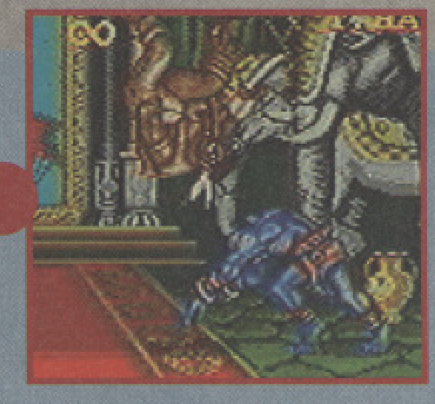
If a projectile is thrown at you, press all three punch buttons at once to perform the spinning lariat. The fireball will then miss and you can move towards the opponent and hit them straight-



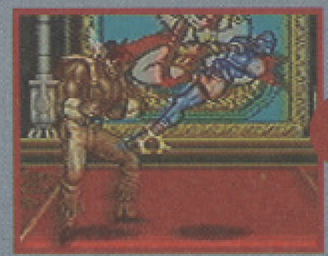
Start off with a strong jump kick to the head, followed by a medium ducking kick. Press all three punch buttons to finish with a spinning lariat that will daze anyone in its path





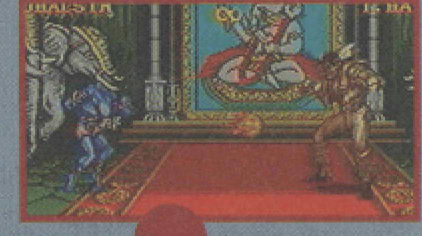


Do a teleport so that Dhalsim appears behind the other player. As he is teleporting, keep pressing the strong punch button so that he will do a throw as soon as he appears





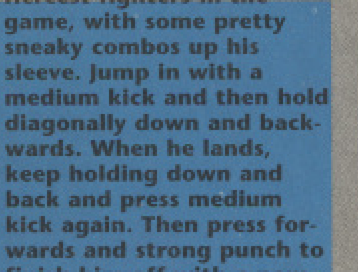
Jump up in the air and press down and strong kick in order to perform a yoga torpedo. Press the medium punch button repeatedly so that Dhalsim will manage to do a yoga nugie as he lands. Keep on repeating this



Stand a long way from the other player and do a fireball. If they block it, they will lose a small amount of energy, and if they jump over it you can nail them with a strong punch or kick



Blanka is one of the fiercest fighters in the game, with some pretty sneaky combos up his sleeve. Jump in with a medium kick and then hold diagonally down and backwards. When he lands, keep holding down and back and press medium kick again. Then press forwards and strong punch to finish him off with a pow-



Jump in with a medium kick and follow it by pressing strong punch repeatedly. He should land next to the opponent and bite them in the head. Press and hold backwards. Blanka will then jump away, so press forwards and strong punch when he lands to do another roll

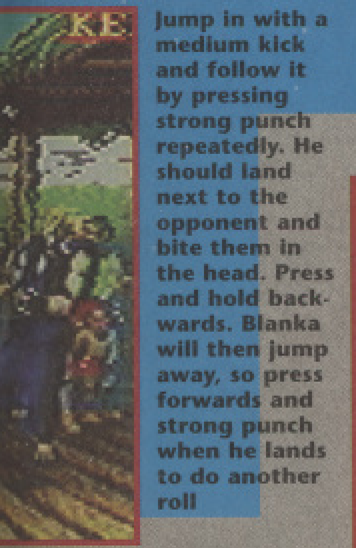


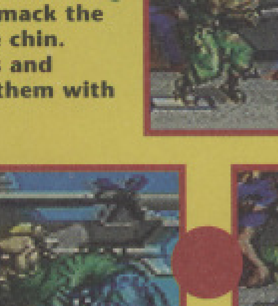




Even though Guile has been toned down, he is still one of the best characters. Use a strong jumping punch to the head, and then press backwards and strong punch as he lands to smack the other character on the chin. Quickly press forwards and strong punch to daze them with a sonic boom









When the other character has been knocked down, walk up to them and keep pressing weak kick. After two kicks have connected, press forwards and strong punch to throw them down to the ground again. This is very hard for your opponent to get out of and can be repeated over and over again











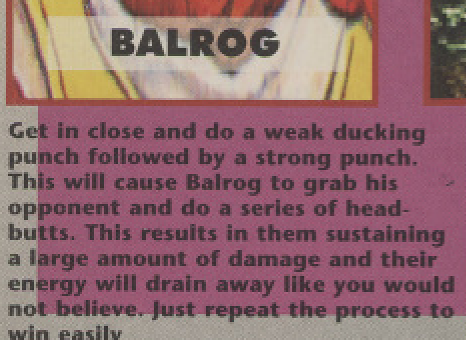
Jump in with a strong punch, but this time press down as you are flying through the air. Still holding the joypad down, do a medium ducking kick as Guile lands. Then quickly follow this by pressing up and strong kick together to do a powerful flash kick







People often dismiss Balrog as being a bit of a wimp, but he is really good if you know how to use him. His special moves are very effective, but close combat is best done using combos. Jump in with a strong punch, and then hold backwards and press strong punch to do an uppercut. Then press forwards and strong kick to daze the opposition with a supercharged uppercut



Get in close and do a weak ducking punch followed by a strong punch. This will cause Balrog to grab his opponent and do a series of head-butts. This results in them sustaining a large amount of damage and their energy will drain away like you would not believe. Just repeat the process to win easily

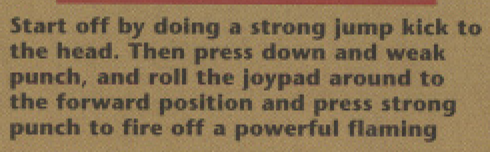










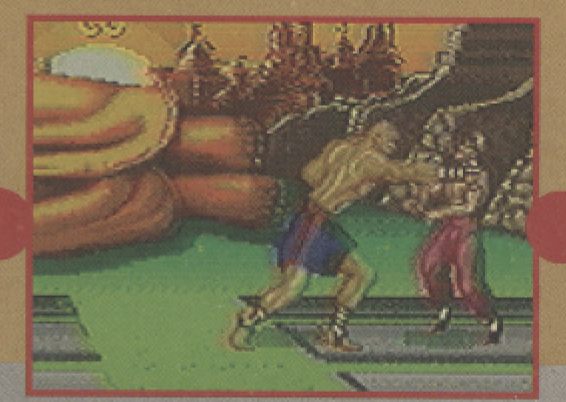


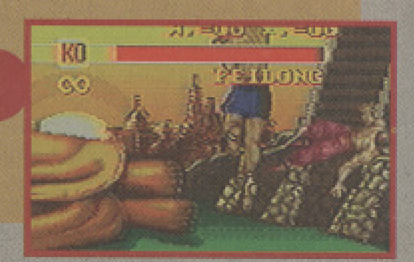
Start off by doing a strong jump kick to the head. Then press down and weak punch, and roll the joypad around to the forward position and press strong punch to fire off a powerful flaming



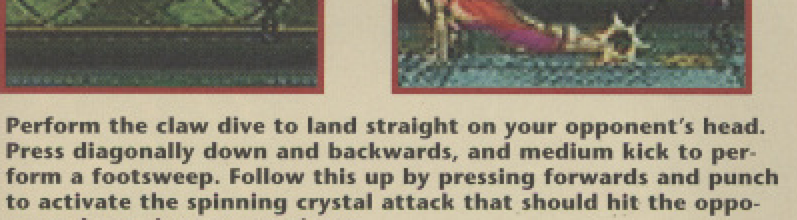


Again jump in with a strong kick, but this time follow it up by pushing forwards and medium punch to smack them very hard in the face. Seeing as you are already pushing forwards it is very easy to do a powerful tiger uppercut that will knock your opponent into the middle of next week. This should leave them dizzy which means that they are vulnerable to any attacks and can be defeated easily








Perform the claw dive to land straight on your opponent's head. Press diagonally down and backwards, and medium kick to perform a footsweep. Follow this up by pressing forwards and punch to activate the spinning crystal attack that should hit the opponent about six or seven times







VEGA

Begin with a jumping weak kick. As you land, press and hold diagonally down and back, and then press medium punch to lash out with the claw. Then press forwards and strong punch to finish off with the famous crystal attack



BISON

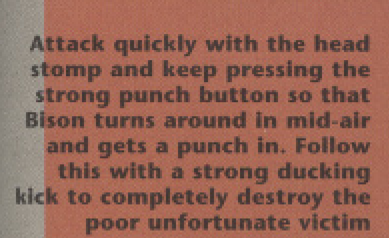




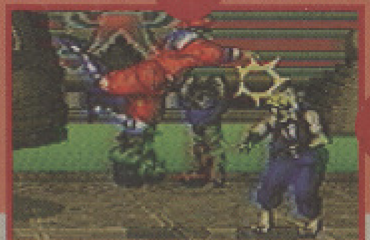

Jump in with a medium kick and hold down and backwards. When you land, keep holding down and back and press medium kick. Follow this by pushing forwards and strong punch to let off a flaming torpedo





Attack quickly with the head stomp and keep pressing the strong punch button so that Bison turns around in mid-air and gets a punch in. Follow this with a strong ducking kick to completely destroy the poor unfortunate victim

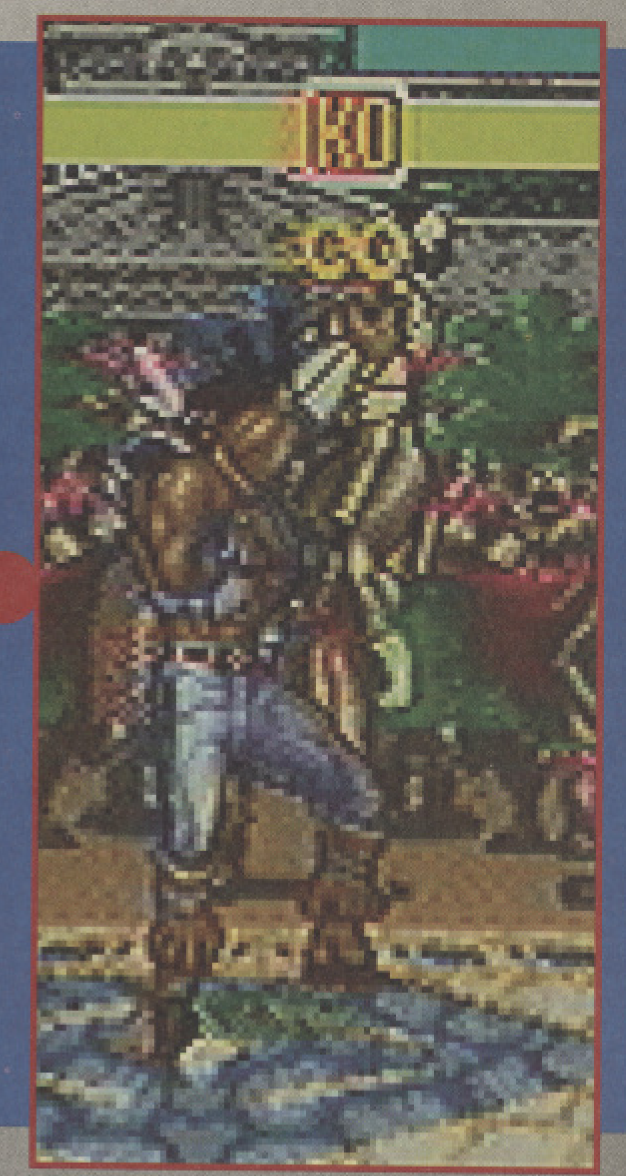


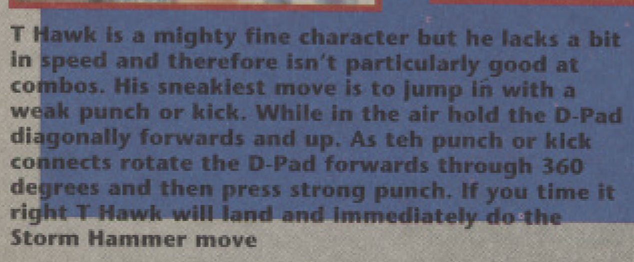

If ever you do a flaming torpedo that the opponent manages to block, then keep hitting the strong punch button, because more often than not you will be able to throw them to the ground before they can hit you







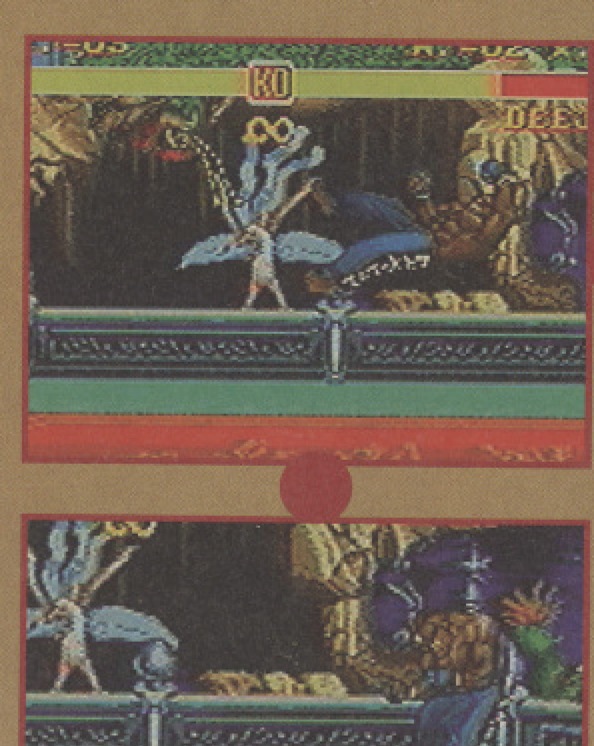




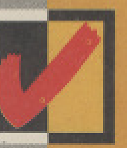
T Hawk is a mighty fine character but he lacks a bit in speed and therefore isn't particularly good at combos. His sneakiest move is to jump in with a weak punch or kick. While in the air hold the D-Pad diagonally forwards and up. As teh punch or kick connects rotate the D-Pad forwards through 360 degrees and then press strong punch. If you time it right T Hawk will land and immediately do the Storm Hammer move

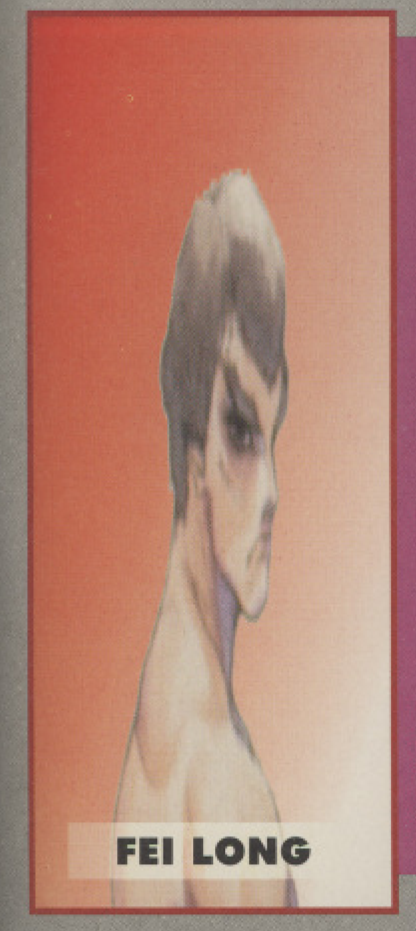
Cammy may be small but she can be used very effectively. I find her best combo is to simply string all of her special moves together. Do the spinning knuckle with the strong punch and follow it up with a powerful front kick, and then a strong cannon drill. It may sound hard but it is actually quite easy to pull off and causes a lot of damage very quickly

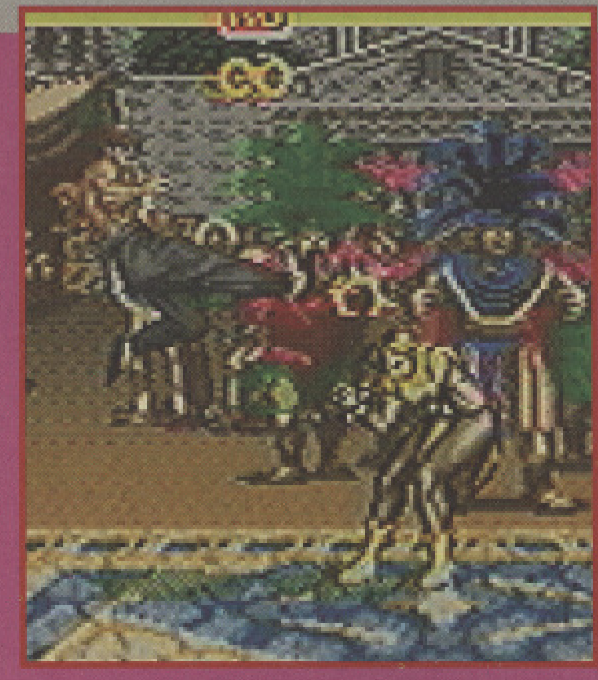


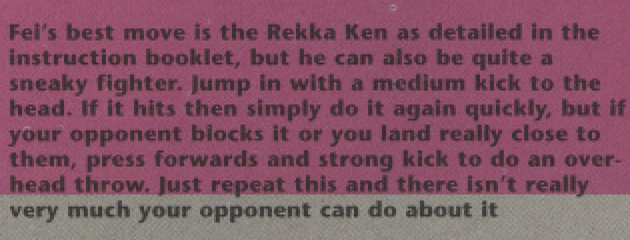












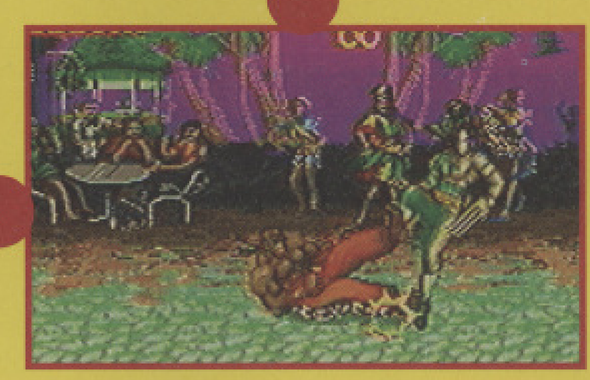


Fei's best move is the Rekka Ken as detailed in the instruction booklet, but he can also be quite a sneaky fighter. Jump in with a medium kick to the head. If it hits then simply do it again quickly, but if your opponent blocks it or you land really close to them, press forwards and strong kick to do an overhead throw. Just repeat this and there isn't really very much your opponent can do about it

Dee Jay has special moves that have to be charged up and these are pretty effective when used in combination moves. My favourite involves first jumping in with a strong kick to the head. While in the air pull diagonally downwards and back, then as you land press strong kick again to sweep them off their feet. As your opponent falls over and tries to stand up again, simply press forwards and strong kick to perform the infamous Double Dread Kick



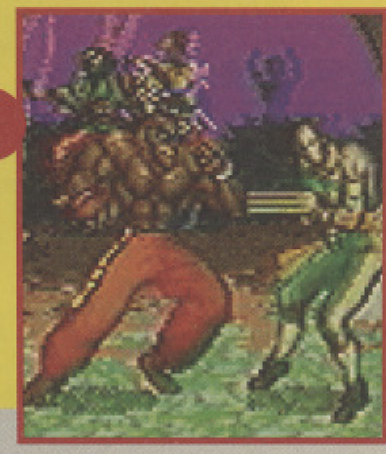












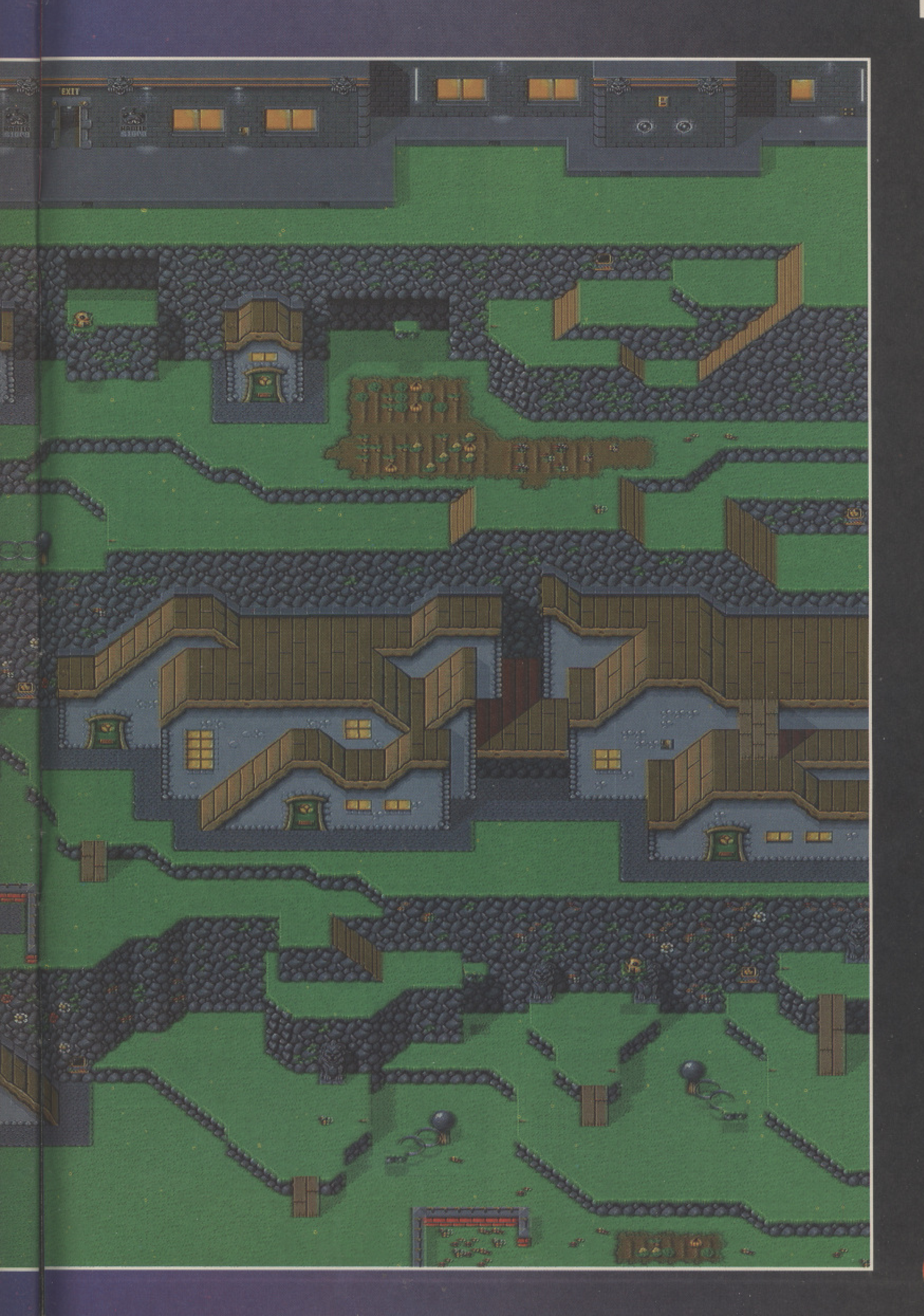
As Dee Jay is so good with combos, here's another one. First of all jump in with a strong punch and as you land duck down and do a medium punch, quickly followed by a strong one. That should sort them out, no worries!

VIROCOP

VIROCOP : IT'S A FUNNY OLD GAME



Well here it is! The next section of this rather corking game. These maps are amazingly time consuming to do and I know Lee was up all hours trying to get this measly four pages ready for your consumption and he did a pretty good job of it. In fact what more do you want? Blood? This map is enough to allow you to travel a little further through the game towards death. Well lets face it, it isn't the easiest of games though I'm sure Lee would tell you otherwise. Well he has had just a little practice. Unfortunately due to the immense time involved in mapping out Lee is now having to recover with a couple of weeks holiday in sunnier climes and I'm sure sea, sand and sex aren't involved at all.. mmm...! Well this means that our Virocop champion is unable to give you any further tips, so until next time, asta lavista or some such arse!


EXIT

RECOMMENDED

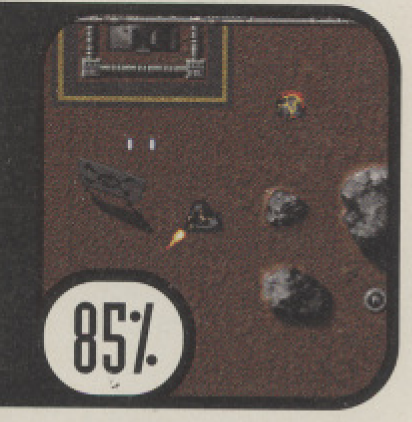
ALADDIN

Publisher : Virgin
Issue Reviewed : November 94
Amazing graphics in this platform conversion from the Disney movie. Shorter than some, but longer than your average magic carpet ride, Aladdin takes the Amiga by the scruff of the neck and bellows 'A Whole New World' in its face.



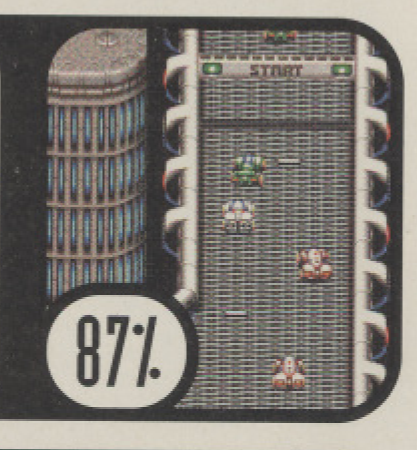
A.B. TOWER ASSAULT

Publisher : Team 17
Issue Reviewed : January 1995
Team 17 is back on familiar territory with this, the sequel to the sequel that first established the company as one of Britain's leading Amiga developers. It's more of the same, but this time with some Towers in it.



A.T.R.

Publisher : Team 17
Issue Reviewed : March 1995
All Terrain Racing is what you get in this tyre-shredding bumpathon with excitement-shaped knobs on. If you fancy sucking a Death Race 2000 meets Spaghetti Junction-flavoured gob-stopper, then ATR is one sweetie you'll savour.



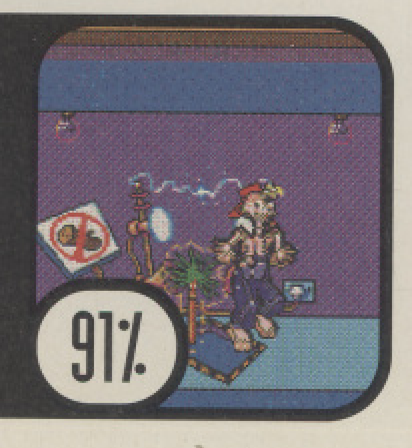
BANSHEE

Publisher : Core
Issue Reviewed : July 1994
Banshee is a roller-coaster ride to hell. In a buzz-bird called Banshee. Test your trigger finger and powers of concentration in this Tora! Tora!-tastic one or two-player flight of fantasy er... blowing things to kingdom come.



BUBBA 'N' STIX

Publisher : Core
Issue Reviewed : January 1994
More platformular near-perfection from Core with this beautifully programmed game. A bit on the brief side, but as original as a young white trash meets magic piece of wood, meets bad blobs in a tricky-situation-type of scenario can be.



CANNON FODDER

Publisher : Virgin
Issue Reviewed : Dec 1993
War, according to those wacky Sensible boys, has never been so much fun, and we're inclined to agree. It might look like a simple run around and blast everything affair, but there's a surprising amount of strategy involved.
In it.



THE CLUE

Publisher : Black Legend
Issue Reviewed : September 1994
Become London's next Mr Big without ever leaving your room! Yes, The Clue is the proof that crime plays! From humble tea-leafery to bigger blagues wiv' shooters 'n' slags, you've got to stay one step ahead of the



CRYSTAL DRAGON

Publisher : Black Legend
Issue Reviewed : December 1994
Good Lord, it's a tad expensive, but by crikey 'tis the best ever RPG in the sacred board game style, featuring dragons, er some crystal, and the usual gang of consonant-heavy characters stuck in a tricky situation with an evil wizard.



DAWN PATROL

Publisher : Empire
Issue Reviewed : April 1995
Action packed, as flight sims go, the third sortie for Rowan's impressive 3D engine is the easiest to fly and the most arcadey since *KOTS*. New pilots should start here, but only flight sim junkies will wish to own all Rowan's games.

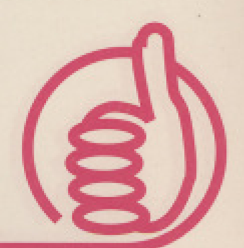


F1

Publisher : Domark
Issue Reviewed : February 1994
From the Frenchmen who brought you Vroom! comes the official F1 licence. Actually, c'est Vroom Deux, encore vite, but avec le fab two-player mode. F1 buffs might think it un peu unrealistique, mais for the arcade lover, c'est tres bon!



So it's August, and all thoughts turn to Summer Holidays. Well mine certainly do anyway, although I'm sure there are some sad blokes out there that would rather be playing Amiga games, and that's why we're here of course, to help the sad



FIFA INT. SOCCER

Publisher: Elec. Arts
Issue Reviewed : October 1994
FIFA's here at last and it's great! A bit slow maybe, and rather too much diskular swap foolery, but nevertheless a solid attempt at putting realism back into the beautiful game. FIFA is a totally different way of stringing the old onion-bag.



87%

ISHAR 3

Publisher : Daze
Issue Reviewed: Sep 1994
Ishar's back and this time c'est trois! Wohratax the dragon is created Lord of Sith for being bad. More silly names and fanciful plot twists from our Froggy chums in this sequel to the sequel avec les knobs enorme, er... sur.



87%

FLINK

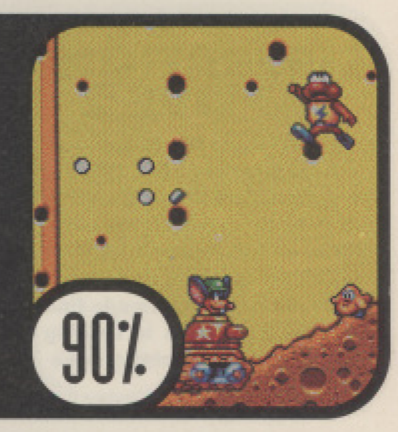
Publisher : Psygnosis
Issue Reviewed : February 1995
Crisis cocks its leg on Fairyland as Top Crystals go awol from the four kingdoms. Luckily, that Flink is bounces across the level playing fields and puts pay to the evil Wainright with some spell-binding CD32 graphics! At a magical £14.99!



87%

JAMES POND 3

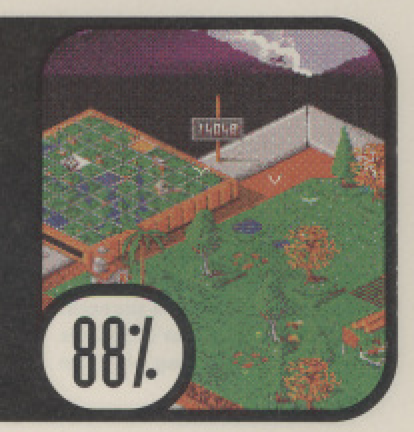
Publisher : Millennium
Issue Reviewed : June 1994
The third Pond platformer is huge. And fast. In operation Starfi5h Pond weighs in with a Connery of a performance to set against his Dalton in Robocod. OK, so there's less colour, but there is more character and more gameplay.



90%

GENESIA

Publisher : Team 17
Issue Reviewed : Dec 1993
Huge society-building thing, similar to The Settlers, but not as easy to get in to straight away. Start off with a tiny tribe, and watch your fellas grow into something that makes the Roman Empire look like a chain of cheap Pizza Restaurants.



88%

JUNGLE STRIKE

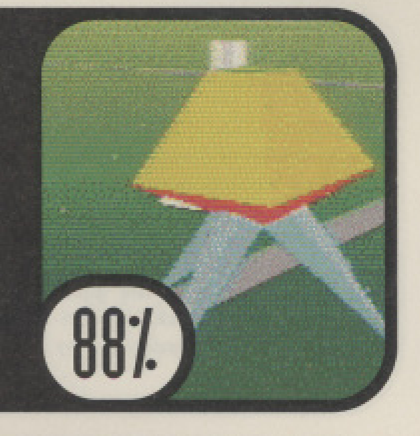
Publisher : Ocean
Issue Reviewed : December 1994
Helicopters galore, but not, it must be owned-up to, all that much jungle, in this the successor to Desert Strike. This is Comanche territory, so it may come as a surprise to learn that we can recommend it to you without reservation. (Doh!)



86%

GUARDIAN

Publisher : Acid Software
Issue Reviewed : November 1994
What's this, an original CD32 game that's got oodles of playability? Yes, it's true!! Guardian is the game you've been waiting for. You are in space and have to shoot up baddies. It's like Defender in 3D, apparently.



88%

K240

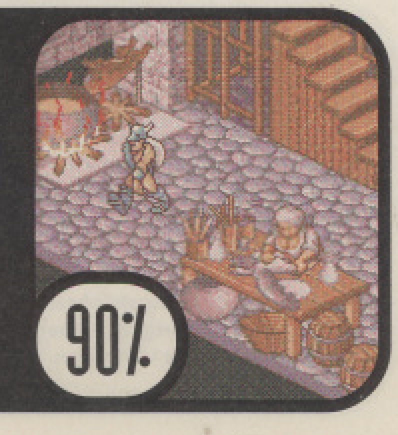
Publisher : Gremlin
Issue Reviewed : May 1994
Populous with asteroids, that's what this is. Explore space to find some asteroids. Colonise 'em. Exploit 'em. Zap every alien in a race for galactic domination. Build fleets, trade things, mine stuff. Oh, how we loved it.



90%

HEIMDALL 2

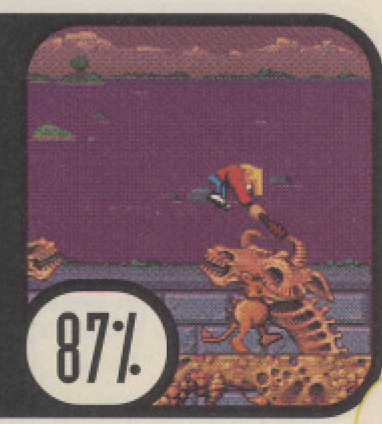
Publisher : Core
Issue Reviewed : Dec 1993
Heimdall 2 is great. It's got action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs, magic, etc. and added love interest in the shape of the saucy Ursula. Phwaor!



90%

KID CHAOS

Publisher : Ocean
Issue Reviewed : August 1994
Crazy story, crazy game. The kid from the cretaceous age clubs through platforms like a T-Rex after a jet-propelled cow. It's parallax paradise, and the only game more satisfyingly violent than hitting a bank of stinging nettles with a big stick.



87%

RECOMMENDED

LEMMINGS 3

Publisher : Psygnosis
Issue Reviewed : January 1995
There's an old Greenland saying that goes. "Once, there was Lemmings, then Lemmings 2 and now there is All New Lemmings, and not, as we previously suspected, Lemmings 3. But, hey, what's in a name." Bonkers eh?

89%



PGA EURO TOUR

Publisher : Virgin
Issue Reviewed : Dec 1993
War, according to those wacky Sensible boys, has never been so much fun, and we're inclined to agree. It might look like a simple run around and blast everything affair, but there's a surprising amount of strategy involved. In it.

88%



LIBERATION CAPTIVE 2

Publisher : Mindscape
Issue Reviewed : Dec 1993
An atmospheric RPG with a sexy intro! Really shows off the capabilities of Commodore's CD32 to the full and nearly as nice on the A1200. Basically you have to find out what's going on in this big city where the robots have gone mad.

94%



PINBALL ILLUSIONS

Publisher : 21st Century
Issue Reviewed : January 1995
Fast and furious flipper-driven action for lovers of all things tilt-ilating and tabular. What else can you say? I don't want to mention the 'Babewatch' table again. This is a family magazine. Read any decent books lately anyone...?

91%



MORTAL KOMBAT 2

Publisher : Acclaim
Issue Reviewed : January 1995
More MK, but with a classier look to go with the Roman numerals. Weird end-of-bout happenings to out-fox Snippy the Censor, but basically, hard as a pie baked in Hell's Kitchen and about twice as hot!

90%



PUTTY SQUAD

Publisher : System 3
Issue Reviewed : August 1994
Putty Squad knocks several buckets of poo out of Putty. Thrill to 36 levels of squishy blue fun, which is more squishy blue fun than you can have a-squeezin' things in a policeman's trousers. Probably. Long-lasting platform fun.

90%



ON THE BALL

Publisher : Daze
Issue Reviewed : Sep 1994
The only thing OTB lacks is Brian Moore. Fresh as a daisy and as deep as a devil's bit scabious, here's a footy management sim to wander through wearing a big shirt, to linger in and make a fragrant posy for your sweetheart with.

90%



ROADKILL

Publisher : Acid Software
Issue Reviewed : January 1995
'Don't go buzzing around in that car, killing people, you bugger!' No, it's not a gritty new ad campaign from the DOT but a warning against Roadkill, the game that puts death back into driving. Probably not Sponsored by BSM.

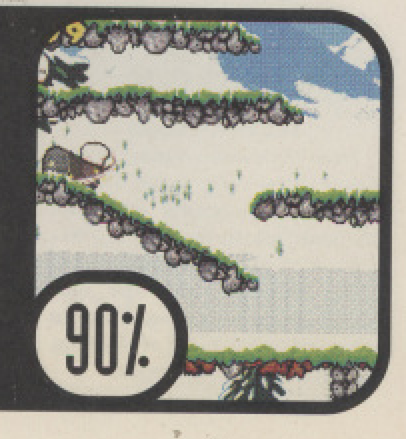
90%



OUT TO LUNCH

Publisher : Mindscape
Issue Reviewed : July 1994
His cupboard is bare, and so poor Pierre le Chef is on a tour around some exotic locations to re-stock his larder. Out to Lunch is a tasty platform patisserie with sprites that take the biscuit. And that's no word of a pie!

90%



RUFF 'N' TUMBLE

Publisher : Renegade
Issue Reviewed : August 1994
Cute but curmudgeonly Ruff has lost his marbles, so that means mayhem in platformular mode for the likes of me 'n' thee. This game is like Michaelangelo's best pencil, because it's right at the sharp end of the platform renaissance.

91%



...and to help you sad gits out there, we've pumped up our recommended section to four pages, with bigger and better screenshots so you can see more of what you want, the graphics. A little bit of space left to fill, so how about the word



THE SETTLERS

Publisher : Blue Byte
Issue Reviewed : Dec1993

Your typical god game, but this time with a medieval setting for your diminutive charges as they build things, do things and keep rivals at bay. Try leaving them at it all night and see what the little blighters have achieved by the morning.



90%

S.W.O.S.

Publisher : Renegade
Issue Reviewed : January 1995

It's Sensi, Brian, but now it's a game of two halves! Tactics, transfers and injuries plus That Zambian League in full. Then, look out! Computer teams heading the ball and keepers with less butter on their gloves. The same, only different-er.



90%

SHADOW FIGHTER

Publisher : Gremlin
Issue Reviewed : February 1995

Umbered BEU-tification from Spaghetti Land, where running away from the fray is considered 'normale'. There are no white flags on this baby, though, as she crouches Streetfighter-ishly in the gloom and snarls: 'La donna è moblie'. Not half!



91%

THEME PARK

Publisher : EA
Issue Reviewed : October 1994

Alton Towers, Alton Showers more like! Euro Disney, c'est Eurodismal! How do I know? Because I've licked Theme Park right down to the stick and tasted Sim heaven. What's more, I have sniffed the bottom line and it smells lovely.



92%

SIMON THE SORCEROR

Publisher : AdventureSoft
Issue Reviewed : February 1994

The Brits at AdventureSoft take on the Yankee might of LucasArts and Sierra with this humorous graphic adventure — and lose. But only just. The interface just isn't as good. The puzzles are tough, but don't let that put you off.



89%

UFO

Publisher : MicroProse
Issue Reviewed : December 1994

'Hello Planet Earth' say odd-looking blokes with frog-spawn guts. 'Eat lead you fiends from another world, you', replies Porky Pig. Not really. Save the planet, and that takes strategy, dosh and whole ice-cream scoops of death.



89%

SKIDMARKS 2

Publisher : Acid Software
Issue Reviewed : April 1995

More isometric raceware that's a bit arse as a one player-game, but a real crowd pleaser when two or three are gathered together for a few laps. The introduction of cows allows us to say that in the beef stakes, Skids 2 is a big fat juicy rump.



88%

WIZ 'N LIZ

Publisher : Psygnosis
Issue Reviewed : November 1993

A game that's so much better with two, this cute platformer is transformed when the both of you do it. Compete for the collection of coloured rabbits in a magical split-screen race against the clock. Now a budgety £12.99, by crikey.



86%

SUPER STARDUST

Publisher : Bloodhouse
Issue Reviewed : December 1994

Super Stardust, then. Or even the now-budgetular Stardust are the ultimate Asteroids clones. Their graphics kiss your eyeball repeatedly and whisper, 'Come with me Earthling, and I will show you the meaning of pleasure.'



90%

X-IT

Publisher : Psygnosis
Issue Reviewed : October 1994

OK, which arse changed the title of this game? The top puzzler of '94 was Zonked!, now it's X-IT. Apparently, the new title is a clever play on words. Exit — XIT. See? I think the people who come up with these things are marvellous.



82%



October 1995

Year of the Worm?

Previously confined to Tequila bottles, gardens and young pets' digestive tracts, next month you should find Worms in all the top games stores and on your Amiga. This unlikely successor to Lemmings, Cannon Fodder and Tanks (er, remember the Vic 20?) goes on release in October and we'll have a chance to see if the hype reflects reality. If it does, then this could be the most essential purchase of 1995.

Maximum Megabytes!

With the arrival of the Zip and the functionality of the now veteran Squirrel the whole world of mass storage media is opened up to Amiga users. Next month we'll have the biggest ever round-up of Amiga compatible storage devices, showing you the best value and the biggest capacity internal and external drives available:

GET MORE BYTES FOR YOUR BUCKS!

Plus: Network Reality

We examine new on-line games, play serial and modem *Gloom* in a dark room and check out a new local area networking device that could spice up your life.

CU Amiga Magazine October 1995, on sale 15th September

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Out September 15th. Essential.